

AUGUST 1984

AN ARGUS SPECIALIST PUBLICATION

GAMES COMPUTING

The magazine for those who take their computer and video games seriously

85p

Beat the bombs in brain
blowing **Blockman** to
save you and your **CBM 64**



Energetic entertaining games
to type in for **BBC, Spectrum,**
VIC 20, Atari and Texas

**FREE: PULL OUT
POSTER-PROGRAM**

Mole Man

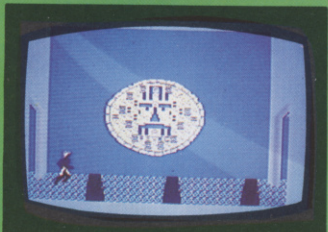
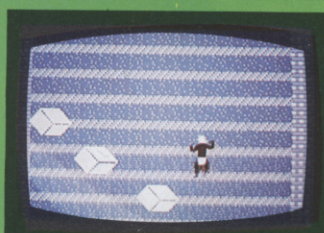
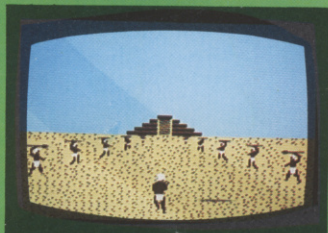
DON'T JUST SIT THERE - PLAY SOMETHING!

FORBIDDEN FOREST

Forbidden Forest is more of a quest than just a game! The action takes place in a four dimensional scrolling forest landscape which many have entered, but none has returned. Yes, I did say **FOUR** dimensional - day fades into night as the action unfolds! The quest is to seek out and destroy the Demogorgon, mystic ruler of the Forbidden Forest. Before you can even set eyes on him you will have to contend with his army of fearsome creatures, including mutant spiders, showers of giant frogs, snakes, dragons, skeleton soldiers and more! You have only your trusty bow and arrows to depend on!



SS018



AZTEC CHALLENGE

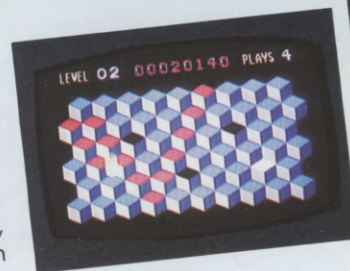
A challenge on an epic scale! Aztec Challenge takes you on a journey to Mexico and the ancient pyramid of Tenochtitlan. The ancient Aztec gods and their devotees have ensured that no ordinary human can learn the secrets of the temple and live to tell the tale. The pyramid is protected by all

manner of treacherous traps and hidden perils - an epic test of your courage and cunning. Aztec Challenge features no less than seven totally different screens - here are just three of them - each of which presents a brand new challenge. We hope your joystick can stand up to it!

SS019

SLINKY

Slinky, the spring, was having fun hopping about when suddenly he came upon a pile of coloured blocks, so he thought he'd play around on them for a while. Much to his amazement he found that they changed colour when he landed on them. Wow! But unknown to him, the blocks belonged to the Wicked Wizard, who sent his friends along to tease our poor hero. Slinky is a real fun package with ninety-nine levels, amazing reward displays, and action replays. Where else could you meet such charming characters as Dusty the dust cloud, Marge the magnet, Ralph the random raindrop, and Lorenzo the chameleon hopper?



SS020

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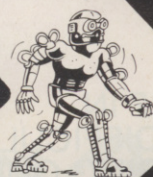
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Defuse the deadly bomb in this fun game.	
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Short, sharp shocks to shake you up in this sneaky snip-pet.	
Channel Patrol.....	TEXAS 22
Danger in dark, deep waters — but it won't dampen your fun.	
PULL-OUT POSTER	
Mole Man.....	Spectrum 49
There is a mole and he lives in a hole — can you get him out?	
Not a game for the squeamish this one.	
Hunter Killer.....	ATARI 54
Simulated submarine warfare, but the only thing you're going to blow up is hidden safely inside your computer.	
Dalek Dodger.....	VIC 20 70
Shoot-em-up quick, or else you'll be exterminated.	
Vampire Castle.....	VARIETY 80
An adventure to get your teeth firmly into which will run on a range of computers.	
Consequences.....	BBC & ELECTRON 86
The old party favourite can now be played on your computer.	
Monsters of Anykron.....	BBC & ELECTRON 90
A lengthy but worthwhile trip to see the murky monster.	



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Subscription rates.
UK £12.95 including postage. Airmail and other rates upon application to: Games Computing, Infonet Ltd, Times House, 179 The Marlowes, Hemel Hempstead, Herts HP1 1BB. Telephone: (0442) 48432.

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AUGUST 1984



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Published by: Argus Specialist Publications Ltd
No 1, Golden Square, London W1R 3AB

Printed by: Alabaster Passmore & Sons Ltd, London & Maidstone

Distributed by: Argus Press & Distributors Ltd 12-18 Paul Street London EC2A 4JS

PROGRAM SUBMISSIONS



Do You Want Fame and Fortune?

Does brilliance reside in your RAM? Do your friends gasp at your own programs with envy in their eyes? Would you like to see your name in *Games Computing*!

If you have written a program to take the software world by storm and want to show your fellow readers just what you can do on a keyboard, cut out or photocopy the form below and send it to the Editor, Games Computing, (clearly marked PROGRAM SUBMISSIONS) at 145 Charing Cross Road, London WC2H 0EE (until 16 December 1983) and after that to 1 Golden Square, London W1.

Please send with your tape recording of the program a thorough explanation of the game, a line by line listing of how the program works along with a list of relevant variables etc. Also include any clues which you can think of to help owners of other computers other than the one which the program was written for, convert it for use on their computer.

We will look at games programs on tape for all the popular home micros and disc versions for the Commodore machines, Atari and BBC (40 track and Hitachi format). Whenever possible use CHR\$ rather than command codes and please avoid making programs autorun. If you can let us have a printout of the program it helps and the same goes for screen dumps.

P.S. They'll be paid for too!

★ PLEASE COMPLETE IN BLOCK CAPITALS

Your Name		Age
Program Name		
Computer/memory size it runs on		
Amount of memory program occupies		
Other computers/memory size which your program runs on		
Does your game need joysticks?		Yes No
Any known bugs? If so, what are they?		
Have you sent your game to another magazine		Yes No
Is it original/or a variation on a theme?		
Your Address		
Telephone Number		
Times to contact you		

Hunt for the Hare

A unique competition has just been launched by **Haresoft** in which you stand to win the world-famous 'Jewelled Hare of Masquerade' worth £30,000.

And if that rings no bells with you this might. The jewelled hare was the subject of a best-selling book 'Masquerade' in 1980 and contained in the book, by Kit Williams, were clues as to the golden, bejewelled hare's burial place — the author and Bamber Gascoigne had buried it in a secret location.

Haresoft have bought the golden hare, from Ken Thomas who eventually and painstakingly discovered its whereabouts. And the ingenious people at **Haresoft** have come up with an idea of running a computing based competition around the hare. As in the original competition contestants must find the hidden hare, although this time it's not actually buried six feet under to make life easier for everyone. The clues to its location can be found through playing two specially written **Haresoft** games each costing £8.95.

The first cassette, *Haresoft Prelude*, went on sale in mid-June and is still available mail-order from **Haresoft**. If you manage to find the clues from that tape then you'll have to wait until September to buy the follow-up game, *Haresoft Finale*. You can only find the location of the hare by working out the clues contained in both tapes.

When you buy each tape you'll be given a personal registration number and if you think you stand a chance of winning the prize hare you must produce both tapes for authenticity and they must correspond to the registration numbers allocated on purchase together with a description of the hare's location.

The puzzle programs should have far-reaching appeal and have been specially written with all ages in mind, and to suit an inquisitive mind rather than an intellectual one.

Don't forget, though, you must get the two tapes in order to find the hare, there is a link between the tapes so really it is impossible to attempt to solve the puzzle with only one of them.

To start with **Haresoft** have produced the tapes to run on most of the best-selling home computers like the BBC B, expanded VIC 20, Oric/Atmos 48K, Dragon 32/64, CBM 64, 48K Spectrum and Amstrad. The programs will apparently run on the 16K Spectrum and unexpanded VIC 20 if you can overcome the memory problems. **Haresoft** have also ensured that tapes cannot be copied, so be warned — it's either all or nothing.

And if you win the treasured hare you could win as much as £30,000 because **Haresoft** is prepared to pay the ultimate winner hard cash instead of the hare itself.

Get your copy of *Haresoft Prelude* NOW and don't miss the chance of a lifetime. Write to **Haresoft**, enclosing a cheque or postal order for the correct amount, at **HARESFT, PO BOX 365, London NW1 7JD**.

New Durell Trio

Jungle Trouble and *Harrier Attack* have just been released by Durell Software for the Commodore 64 with some added improvements.

A new version of *Harrier Attack* for the Commodore 64 features full control over the Harrier — just like real life. The Harrier can now spiral up or down and has full use of 'Vectoring in Flight Forward' (VIFFing), meaning it can swing round in the air very quickly. The graphics have been improved from the original best selling Spectrum and Oric game and the prospective jump jet pilot now has homing missiles and other such nasties to contend with.

Jungle Trouble now has four screens instead of the original single screen. Other added features include a fire breathing

dragon 3D effects.

Combat Lynx is under development and will be initially for the Spectrum with versions for the Commodore 64 and Oric 1 to follow. The display shows the inside of the helicopter, but the forward view window shows an outside shot of the Lynx similar to a Scramble/Defender type game.

The aim of the game is to transfer troops and armaments around a complex three dimensional landscape, picking and choosing weapons as you go, and fending off the bad guys.

Jungle Trouble and *Harrier Attack* for the Commodore 64 cost £6.95 each, *Combat Lynx* will be for the ZX Spectrum with others to follow at a similar price.

Durell Software, Castle Lodge, Castle Green, Taunton TA1 4AB.

Waging War On Worlds

The video game version of *War of the Worlds* is now out for the 48ZX Spectrum from CRL.

The game closely follows the plot laid down in H.G. Wells' sci-fi classic and the musical record version by Jeff Wayne. The game is in the graphics adventure/strategy vein with our hero trying to get rid of some nasty martians. On his travels he meets all sorts of obstacles including refugees and martian fighting machines.

One of the features of the game is the stunning graphics, which are identical to the pictures that were supplied with the LP. All the graphics were designed with the aid of the Melbourne Draw graphics designer from Melbourne House. These views are static and have no part in the actual game — they just look good, which isn't a bad thing! The game is played over a simulated six days. You must visit a special location on each of the days, but you must spend your time carefully, act too slowly and the red weed will have taken over, making moving around much more difficult.

War of the Worlds is one of the few great Science Fiction stories to pass the test of time. Written around the turn of the century, adapted for radio in the 1930's, filmed in the 1950's, a best selling double album in 1978, and now a video game.

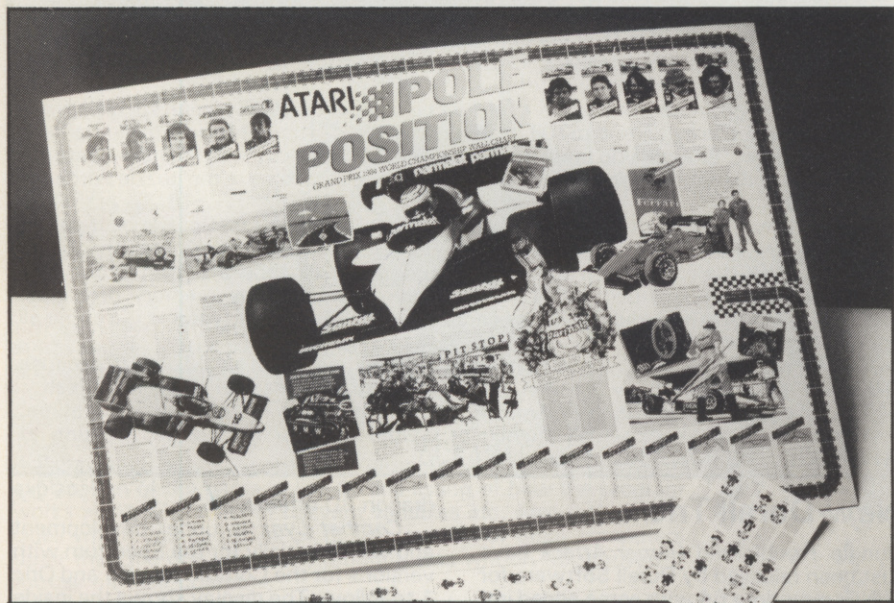
War of the Worlds will be available for the Commodore 64, Oric, BBC B, Electron and MSX. The price is £7.95.

CRL are at 9 Kings Yard, Carpenter's Road, London E15 2HD.

news
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news
news
news

Atarisoft, the software arm of Atari for non-Atari computers, has launched its most popular games for a range of the most well known machines. *Pole Position*

Atari are at Atari House, Railway Terrace, Slough, Berkshire.



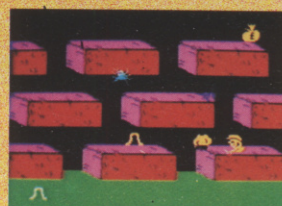
● **Adman Electronics** have just announced that their **Commodore compatible speech synthesiser** has been slashed in price from £49.95 to £29.95.

GOD'S GREATEST!

48K Spectrum

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The Runaway Robot Replies

Dear Editor

I was playing with GOLF, printed in the may issue, a couple of days ago and discovered a minor bug. One of the problems of programs with probability elements is that it may take many plays to find such a bug.

The problem is that one of the events in PROChazard adds 50 yards to the length of your shot. This may of course change your current state (eg. from on fairway to on green). Unfortunately, the program as published fails to make this check. I enclose the new lines I have added to my own version to correct this. You may care to publish these in a future issue of *Games Computing*. I am sorry about this — I do try very hard to eliminate any errors before submission.

```
370 IF PLACE%>2 OR DIR%<1 THEN 390
```

```
1350 IF DIR%<0 OR PLACE%=3 ENDPROC
```

```
1355 PRINT "Your ball landed on a rock and""bounced an extra 50 yards.":D%=D%-5
```

```
0: IF D%<0 THEN D%=-D%:DIR%=-1
```

```
1358 PROC test: IF DIR%<0 AND PLACE%<3 THEN PRINT "You went past the hole.":ENDPROC
```

```
:ELSE ENDP
```

Jonathan Evans
Plymouth

Don't worry Jonathan and thanks for sending the corrections in to us. As you can see, we've printed them with your letter. The bug didn't seem to deter people from keying in your game, though, which is good news.

Dear Sir

Last November I went to my local computer shop and had a nice chat with the manager. I explained that I was about to

purchase a computer and needed expert advice on what to buy.

I explained that I was unemployed and would not be able to change or upgrade the machine later. He recommended the 16K 'Laser 200' saying it was very popular and lots of software was on the way. So far I only have one tape and I have not seen any books or programs for this machine in the six months that I have had it.

Can you imagine how I feel when I see the vast array of programs for the Spectrum, which is the same price as the Laser + 16K. Surely somebody must have some programs for this machine or am I the only one that was stupid enough to buy a Laser 200.

If it wasn't so expensive I would throw it away.

Yours dejectedly
Stephen Carpenter
Torquay

We know of no software houses that produce or market software for the Laser

200. We do know that the Laser 200 is no longer on sale. If you've only had your computer for six months then you might have some justification for taking the

computer back to the retailer as it was clearly sold to you for a purpose that it was not fit for. If you make enough noise you might get a refund, or an exchange.

When buying a computer it is essential you know what you are going to use it for. Consult several dealers instead of just one. Computer sellers have obviously got a vested interest in selling whatever they can't get rid of and this may prejudice any advice that they give you. It would be as well to bear that in mind in the future.

Dear Editor

It is always good to see magazines catering for faithful TI99/4A fans.

We at Parco know only too well how many there are, and how dedicated they still are to their machines.

By way of response to the letter of W. Fairbairn in the June "Games Computing" regarding file keeping, may we draw your attention to the program we have just produced ourselves to fill this very gap in the TI market.

It is a record keeping program written in Extended Basic, and we would be happy to supply details to any interested readers.

Incidentally, any TI fans concerned about supplies of hard or software will be pleased to know that we stock virtually everything that Texas have ever produced for the 99/4A, and that we have more new items on the way.

F. Parrish
Parco Electrics 4 Dorset Place
New Street Honiton Tel: 0404 4425

Thanks very much Mr Parrish. I'm sure all TI devotees will find that information useful.

Have you got any opinions to air, has someone somewhere upset you and you want to grizzle and gripe? Or maybe you're full of the joys of spring and feel like telling a happy story?

Whatever you want to say, be it good, bad or indifferent drop us a line here at Games Computing and get it off your shoulders.

Send your letters to:

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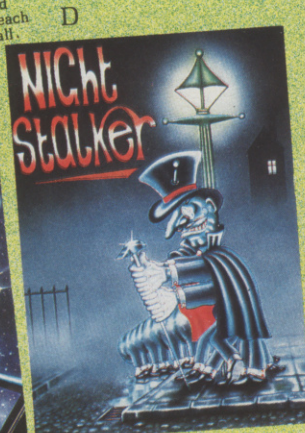
FOR ANY SPECTRUM
Twilight Zone by Nick Outram
You have now entered the Twilight Zone against your wishes. Your only thoughts are of escape but the powers that be have decreed that to be set free you must compete and win in the games. You have to reach the Ultima Zone. We wish you all the best, Earthling.



FOR THE BBC 'B'
Wonder Worm by Kevin Bramhill
Help Wally the worm turn into the mighty Wonder Worm by moving him around his garden eating the special pods as he goes. But beware not everything in Wally's Garden is friendly as you will soon find out.



FOR ANY 48K SPECTRUM
Gremlins by Chris Kerry
Gremlins has become the main fuel for Earth. Unfortunately Earth's supply of Uranium is dwindling fast. Jupiter has unlimited supplies of the precious metal, only one problem faces the Intergalactic miner robots from earth: GREMLINS.



FOR ANY SPECTRUM
Night Stalker by Frankie Dunn
While working on a top secret experiment for the government, Professor Amron dropped some of his special formula onto the floor. Within minutes, the insects that were on the floor, became noticeably larger. Your mission, to kill the insects before they can breed, but beware of the deadly Centipede.



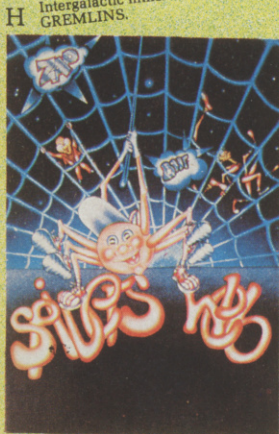
FOR ANY 48K SPECTRUM
Jack and the Beanstalk by Chris Kerry
Will Jack get the riches from the Giant's castle without being stomped on. Will he climb the beanstalk without falling off; only you (and Jack) will know as you rush around looking frantically for the treasures you desire.



FOR THE 3K OR 8K EXPANDED VIC 20
Luv Bug by John Parker
Dudley is a bit of a Romeo, now try telling that to his girlfriend Bertha; she'll kill you. And that's what she intends to do to Dudley if she ever catches him. Linda is the new woman in Dudley's life and Dudley will need all your skill to help him avoid Bertha and still see Linda. Oh for the joys of Love!



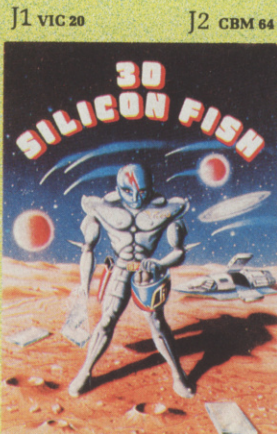
FOR THE BBC 'B'
Bomber by Martin Sykes
Poor Oswald is trapped inside a video game by the evil arch enemy the Bomber. His only chance of survival lies in your hands as you guide him around his ever decreasing grid.



FOR ANY SPECTRUM
Spider's Web by Peter Milne
Micky is a greedy little spider. He traps lots of Flies and Wasps on his web and then stores them to eat later but it's tough for Micky, as the Flies bite back.



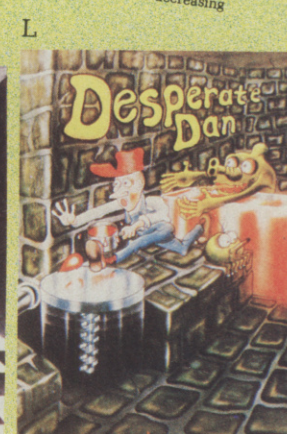
FOR ANY SPECTRUM
Mega Fruit by Bob Hitching
This is the ultimate fruit machine, with all the features of the real Arcade machines, such as Nudge, Hold, Gamble etc.



FOR THE UNEXPANDED VIC 20 and the CBM 64 (CBM with Adman Speech)
3D Silicon Fish by Chris Stamp
Sillo has to collect Silicon and return to Earth before the Krilyon destroys him. Will he make it and collect his reward? Only you can tell.



FOR THE BBC 'B'
Pyramid Painter by Chas Smith
Can you help Bert the painter finish off the pyramids before the balls or Thin Man finish him?



FOR THE BBC 'B'
Desperate Dan by Reiner Bjerkeli
Deep down in Dan's dungeon are the ghastly monsters, he keeps them at bay with liquid dartanium. This liquid is very sweet and is liked by several rodents. Dan is desperate for help to keep the creatures at bay. Can you help?

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BLOCKMAN

**RUNS ON
CBM 64**

Blockman for the Commodore 64 comes to you all the way from one of our Norwegian readers and despite its name is not another Pac-Man clone. The game features you as the intrepid hero who is trying to defuse a load of TNT that is threatening to destroy the world.

Defusing the bomb quickly gains you bonus points, but running over the flags results in a lot more bonus points being dished out. But can you run the risk of being stuck too far away from the bomb when the time limit runs out? Remember your life depends on it.

This game is for use with any Commodore 64 plus joystick and features full hi-res graphics, colour, and sound. But stop reading this and start typing it in, 'cause it really is a smashing game.

RUNdown

Line	Action
2-130	Start up and initialization.
200-999	Main loop.

1000-1999
2000-2999

3000-4500
5000-5500
6000-6500
7000-7700
8000-8100

Print up start screen.
End of game and hall of
fame handling.
Do bonuses.
Title page.
Instructions.
Define graphics.
DATA for graphics.

Conversion Clues

This program uses a lot of very clever stuff, making it very machine dependent. If you are good at programming a VIC you might have some luck but most other machines are completely out, I'm afraid.

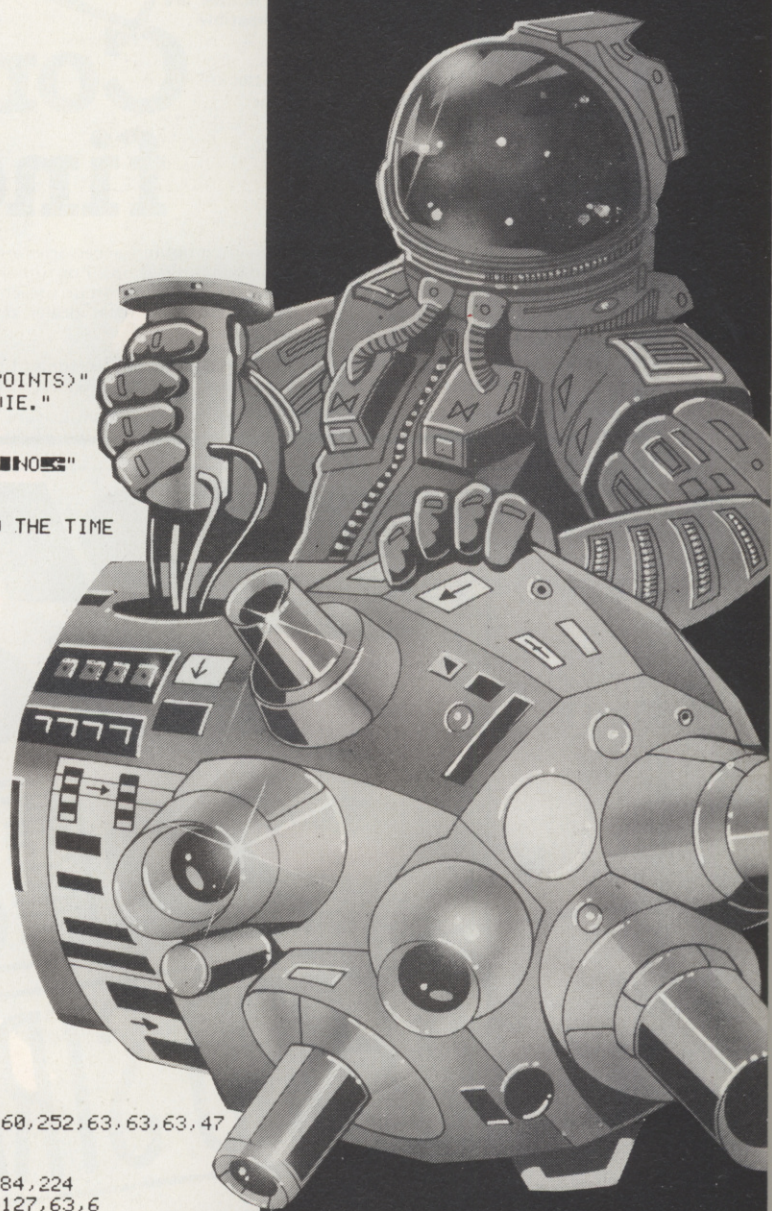


**RUNS ON
CBM 64**

```

3400 RETURN
3999 REM TNT
4000 POKE54298,0:POKE54276,0:POKE54277,0:POKE54296,8
4005 POKEPT,32:POKEPT+1,32:POKEPT+40,32:POKEPT+41,32
4010 POKE54278,255:POKE54276,17:POKE54273,57
4020 FORL=100TO1STEP-1
4025 F2=F2+1:IFF2=1THENPOKEP0,128:POKEP0+1,129:POKEP0+40,130:POKEP0+41,
131:GOTO 4030
4026 POKEP0,140:POKEP0+1,141:POKEP0+40,142:POKEP0+41,143:F2=0
4030 FORW=70TO230STEPL:POKE54273,W:NEXT
4040 POKE54276,0:POKE54277,0:POKE54278,0
4050 POKE54276,33:POKE54273,95:POKE54277,8:POKE54287,128
4100 F1=0:PRINT"J":FORW=TT088
4110 PRINT"8LEVI"NI TAB(11)"SCORE: "SC"TAB(24)"TIME:"B*(W)
4115 POKE54296,15:POKE54296,0
4120 SC=SC+1:B0=B0+1:NEXT
4150 PRINT"000 BONUS : "B0:B0=0
4160 FORI=1TO999:NEXT
4250 SC=SC+1:LE=LE+2:IN=IN+.1:T=1:NI=NI+1
4500 GOTO 100
5000 PRINT"000"
5010 PRINT"
5020 PRINT"
5030 PRINT"
5040 PRINT"
5050 PRINT"
5060 PRINT"
5070 PRINT"
5080 PRINT"
5090 PRINT"
5100 PRINT"
5110 PRINT"
5120 PRINT"
5140 PRINT"
5150 PRINT"
5160 PRINT"
5170 PRINT"
5180 PRINT"
5190 PRINT"
5200 WAIT56320,16,16
5500 RETURN
6000 POKE53280,15:POKE53281,15
6010 PRINT"***** BLOCKMAN *****"
6020 PRINT"YOU CONTROL A MAN, AND HAVE"
6030 PRINT"TO DRIVE OVER ALL FLAGS. (20 POINTS)"
6040 PRINT"IF YOU HIT A SKULL, YOU WILL DIE."
6060 PRINT"IF THE TIME RUNS OUT OR YOU HAVE"
6070 PRINT"PASSED ALL THE D, HURRY TO THE TNT"
6080 PRINT"WHEN TIME IS UP THE TNT WILL EXPLODE."
6090 PRINT"STANDING STILL MAKES THE TIME GO FASTER"
6095 PRINT"YOU CAN ONLY MOVE ON THE GRID."
6100 PRINT"IN THE NEXT LEVELS THERE ARE MORE SKULLS AND THE TIME
GOES FASTER..."
6150 PRINT" WAIT A WILE , READING DATA."
6500 RETURN
7000 IFPEEK(13439)=192THEN7180
7020 POKE56334,PEEK(56334)AND254:POKE1,PEEK(1)AND251
7030 FORI=0TO2048:POKEI+12288,PEEK(I+53248):NEXT
7040 POKE1,PEEK(1)OR4:POKE56334,PEEK(56334)OR1
7140 I=12288+8*128
7150 READA:IFAC>-1THENPOKEI,A:I=I+1:GOTO7150
7180 POKE53272,(PEEK(53272)AND240)+12
7190 I=12289+8*146:K=255
7200 FORA=0TO7
7210 FORJ=I-1TOI+3:POKEJ,0:NEXT:I=J
7220 FORJ=I-1TOI+3:POKEJ,K:NEXT:I=J
7300 K=K-2:IFK<0:NEXT
7350 DIMB$(88)
7400 A$="RSTUVWXY":L=10
7410 FORI=0TO10
7420 FORM=1TO8:E=E+1:B$(E)=" "
7425 IFL=0THEN7450
7430 FORK=LTO1STEP-1
7440 B$(E)=B$(E)+"R":NEXT
7450 B$(E)=B$(E)+MID$(A$,M,1)+" "
7460 FORJ=10-LEN(B$(E))TO0STEP-1:B$(E)=B$(E)+" ":NEXT
7470 NEXT:L=L-1:NEXT
7500 FORI=0TO9:RE$(I)="":NEXT
7700 RETURN
8000 DATA15,79,63,9,11,30,60,63,240,242,252,144,176,120,60,252,63,63,63,47
8010 DATA6,6,30,62,252,252,252,244,96,96,120,124
8019 REM SKULL
8020 DATA7,31,31,57,57,63,29,7,224,248,248,156,156,252,184,224
8030 DATA103,243,252,31,7,254,252,96,230,175,63,248,224,127,63,6
8039 REM FLAG
8040 DATA0,0,0,0,15,63,15,0,0,6,30,254,254,254,254,254
8049 REM FLAG
8050 DATA0,56,32,48,32,32,0,0,30,6,6,6,6,6,6,0
8059 REM TNT
8060 DATA0,0,1,3,15,63,127,239,48,200,192,192,240,252,254,247
8069 REM TNT
8070 DATA199,239,108,109,61,31,15,3,227,247,54,182,188,248,240,192
8100 DATA-1
READY.

```



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**RUNS ON
VIC-20**

ALIEN SNEAK

Once again you have to protect humanity against the Alien hordes using your VIC 20. This time they're meaner than ever as they dodge and weave down the hyper-shaft, 3 at a time, evading your missiles. Worse still, they can sneak down hyper-tunnels with impunity. Will you be fast enough to catch them as they emerge?

You control the missile launcher with a joystick, and you can abort a missile run at any time by pulling back. This option can give a rapid fire facility with practice. Useful when the aliens are on top of you! You get more points the higher the alien is up the shaft, and for every hundred points you get a bonus of 25 missiles.

The game features full colour, integrated sound, and hi-res graphics. Good luck — you're looking for scores of over 500.

Conversion Clues

Good programming practice has gone by the board to fit this program into the unexpanded VIC 20! Conversion to other machines would be difficult, and not recommended, unless they were from the Commodore stable.

Variables Used

HG	High score.
PH	Previous high.
N\$	Name.
S,M,A	Characters.
PS,S(I)	Missile launcher position.
A(I),B(I)	Alien position.
NB	Number of aliens.
P1,P2	Screen co-ordinates(o,o)
LG	Alien legs.
S1,S2,V	Sound registers.
F	Missile status.
PL	Score increment.
SC	Score.
K	Partial score count.

RUNdown

Lines	Action
2	Title.
4-20	User defined characters.
22-28	Initialise joystick.
30-38	High score display.
40-46	Sets constants and variables.
48-74	Sets up screen display.
76-88	Move missile launcher, fire missile.
90-124	Missile run.
126-134	Move aliens.
136-140	Move alien's legs.
142-150	Missile bonus.
152-154	Initial Alien and Rocket launcher position.
156-164	Main Loop.
166-178	Replay.



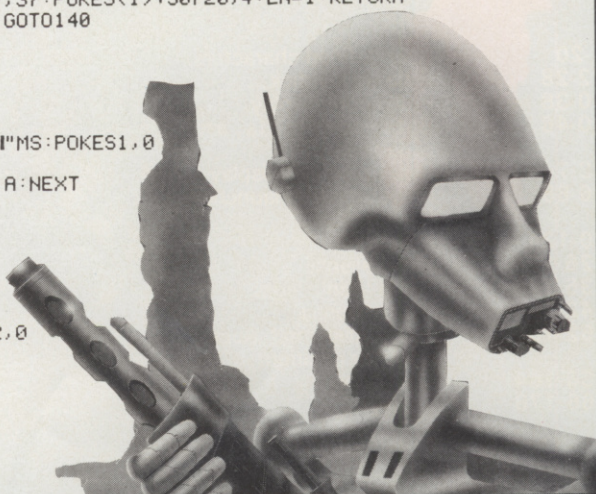
ALIEN SNEAK

**RUNS ON
VIC-20**

```

2 PRINT"*****ALIEN SNEAK":POKE36879,8
4 POKE52,28:POKE56,28:CLR
6 FORI=7168TO7679:POKEI,PEEK(I+25600):NEXT
8 FORC=7432TO7479:READA:POKEC,A:NEXT
10 DATA60,90,60,24,24,36,66,231
12 DATA0,24,24,24,24,24,102,102
14 DATA0,16,16,16,40,0,0,0
16 DATA255,255,255,255,255,255,255,0
18 DATA36,8,86,56,60,8,36,56
20 DATA0,0,0,0,0,0,0,0
22 DATA-23,-22,-21,-1,0,1,21,22,23
24 DIMJS(2,2):POKE37139,0:DD=37154:PA=37137:PB=37152
26 FORI=0TO2:FORJ=0TO2:READJS(J,I):NEXTJ,I
28 POKE36869,255:GOTO40
30 PRINT"*****CONGRATULATIONS"
32 PRINT"*****NEW HIGH:HG"
34 PRINT"*****PREVIOUS HIGH"
36 PRINT"*****N$,PH:PH=HG"
38 PRINT"*****NAME:":INPUTN$
40 S=34:M=35:A=33:F=0
42 S(1)=8151:S(2)=8152:S(3)=8153
44 B(1)=7689:B(2)=7690:B(3)=7691
46 M(1)=1:M(2)=-1:M(3)=22:NB=3:EN=0:SC=0
48 PRINT"*****":POKE36879,8
50 P1=8164:P2=38884
52 FORX=2TO8:FORY=2TO22:POKEP1+X-22*Y,36:POKEP2+X-22*Y,2:NEXTY,X
54 FORX=12TO18:FORY=2TO22:POKEP1+X-22*Y,36:POKEP2+X-22*Y,2:NEXTY,X
56 FORY=3TO20STEP3
58 POKEP1+8-22*Y,32:POKEP2+8-22*Y,1:POKEP1+12-22*Y,32:POKEP2+12-22*Y,1
60 NEXTY
62 FORY=6TO18:POKEP1+7-22*Y,32:POKEP2+7-22*Y,1:POKEP2+13-22*Y,1:POKEP1+13-22*Y,1
32:NEXT
64 PRINT"**********ALIEN$*****SNEAK$*****"
66 FORX=3TO17:POKEP1+X,36:POKEP2+X,2:NEXT
68 PRINT"*****SCORE*****MISSL"
70 PRINT"*****"
72 SP=S(2):POKE5(2),S:LG=126:S1=36875:V=36878:POKEV,15:S2=36877:E=37:MS=100:K=0
:T=38
74 GOT0152
76 POKEDD,127:J3=-((PEEK(PB)AND128)=0):POKEDD,255
78 P=PEEK(PA):J2=-((PAND16)=0):J1=-((PAND8)=0):FR=-((PAND32)=0)
80 IFFR<>0ANDF=0THENF=1:POKES1,200:MS=MS-1:PRINT"*****"MS:POK
ES1,0:RETURN
82 SP=S(2):IFJ1<>0THENAB=1
84 IFJ2<>0THENSEP=S(1):GOTO88
86 IFJ3<>0THENSEP=S(3)
88 FORI=1TO3:POKES(I),T:NEXT:POKESP,S:RETURN
90 IFAB=1THENAB=0:POKEY,32:F=0
92 IFF=0THENRETURN
94 IFF=2THENPOKEY,32:GOTO98
96 IFF=1THENF=2:V=SP
98 PK=PEEK(Y-22):IFPK<>32THEN102
100 Y=Y-22:POKEY,M:RETURN
102 IFPK<>ATHENF=0:RETURN
104 POKES2,200:FORI=1TO3
106 IFA(I)=Y-22THENPS=A(I):POKEPS,E:POKEPS+30720,4:A(I)=P1
108 NEXTI
110 NB=NB-1:IFNB=0THENNB=3:GOTO118
112 J=1:FORI=1TO3
114 IFA(I)<>PSANDAI(I)<>P1THENAJ=A(I):J=J+1
116 NEXT:GOTO120
118 FORI=1TO3:A(I)=B(I):NEXT
120 PL=INT((P1-PS)/44):SC=SC+PL:K=K+PL
122 PRINT"*****"SC:FORI=1TO15:GOSUB136:NEXT:POKEPS,32:POKEPS+30720,1
124 F=0:POKES2,0:RETURN
126 I=INT(RND(1)*NB)+1:J=INT(RND(1)*3)+1
128 PK=PEEK(A(I)+M(J)):IFPK<>32THEN132
130 POKEA(I),32:A(I)=A(I)+M(J):POKEA(I),A:RETURN
132 IFPK<>STHENRETURN
134 POKEA(I),32:POKES2,180:POKESP,37:POKES(I)+30720,4:EN=1:RETURN
136 POKES1,LG:IFLG=126THENLG=231:GOTO140
138 IFLG=231THENLG=126
140 POKE7439,LG:POKES1,0:RETURN
142 REM MORE MISSILES
144 K=0:FORI=1TO25
146 POKES1,200+I*2:MS=MS+1
148 PRINT"*****"MS:POKES1,0
150 NEXTI:RETURN
152 FORI=1TO3:A(I)=B(I):POKEA(I),A:NEXT
154 POKEC,S
156 GOSUB76:IFMS<0THEN166
158 GOSUB90:IFK<0THEN166GOSUB144
160 GOSUB126:IFEN=1THEN166
162 GOSUB136
164 GOT0156
166 FORI=1TO100:GETA$:NEXT:POKES2,0
168 PRINT"*****PRESS SPACE BAR"
170 IFHG<SCTHENHG=SC
172 GETA$
174 IFA$<>" "THEN172
176 IFHG<>PHTHEN30
178 GOT040
READY.

```





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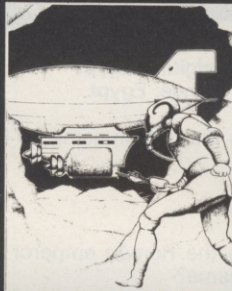
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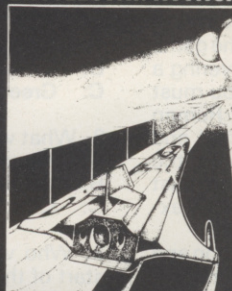
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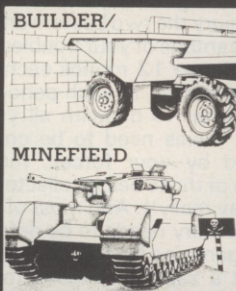
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GC/8/84

Five million Barbarians, an army or two of Persians, several thousand upset Armenians, fifty legions of itinerant Italian-s.....and you!

So starts Argus Press Software's new simulation game 'The Fall of Rome'. You play the part of the emperor of the Roman empire trying to prevent the barbarian hordes taking over the remaining territories of the Roman Empire.

APS in conjunction with *Games Computing* are giving away 100 copies of this fantastic game in return for the first 1200 correct answers to the quiz on this page.

The fall of Rome starts in 395 AD and it is your job to survive the next 60 years without being totally overwhelmed by the eleven tribal groups of the North. To add insult to injury the two Eastern empires try to take advantage of your troubles. The game is played over 12 rounds each covering a five year period. In each period you must decide what to do with all your Roman legions. Taxes need to be collected and gathered by your forces, much to the distaste of those being collected from (just like today really!). And most of all your existing territory needs to be defended.

The game is a full feature simulation and not just a zap-the-klings (barbarians?) game, with a full graphical display of a map of Europe in the time of the Roman Empire. The game is available for a range of popular machines: 32K Atari, BBC B, Commodore 64, Dragon 32 and 64, and the ZX Spectrum 48K. Remember to specify on your entry form which machine you want the game for — if you win!

Argus Press Software is a member of the Argus Press Software Group which features such other brand names as Clever Clogs educational games, ASP Software, and also publishes the new tape magazines, where a magazine is provided on tape to load in to the user's machine. Argus Press Software specialises in the more serious aspects of computer games with a range of mainly adventure, simulation, and strategy games.

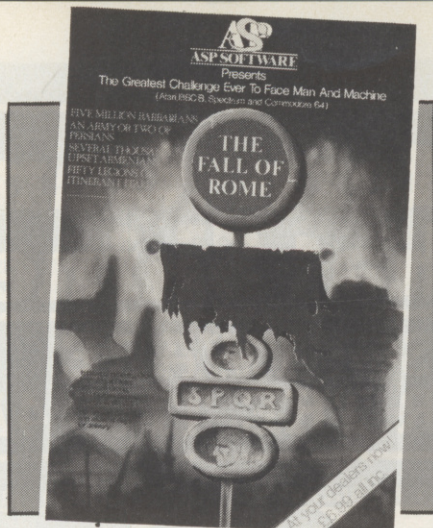
The Fall of Rome was written by Martin Edwardes who is products manager of APS and also has been writing our 'Wargames' series that has recently finished, including the Arg Wars wargame in the final episode. Martin has been involved in wargaming for some time having been, amongst other things, assistant editor of 'Wargamer' magazine. He has also had three board games published before moving into the world of computer wargaming. He owns an Atari (which he wrote The Fall of Rome on) and a Commodore 64, but prefers the Atari as it was his first micro-computer.

How to Win

Printed on this page are three questions about the Roman Empire in the time that The Fall of Rome is set. All you have to do is fill out the coupon, state which machine you want the program for, and put the letters corresponding to the answers you think are right next to the respective number. So if you think the answer to question two is 'B' then write 'B' next to number 2 in the space provided on the coupon.

The questions

1. On the map on this page are the Roman names for the countries that make up Europe. What are Macedonia, Gallia, and Aegyptus now called?



PREY LAPSE
COMMODORE 64

BANDER NATCH
48K SPECTRUM

Imagine
...the name
of the game

You are the commander of a sub in the English channel and have to torpedo as many ships as possible. This is not as easy as it sounds because you have to control your sub whilst on the move to face the enemy. You can also be rammed if you do not dive deep enough, but you cannot dive too deep because you will crack the hull. If you are at a safe depth and near the ship it may depthcharge you.

The game has a full instrument read out and radar sounds, there are also asdic sounds when you dive deep. The screen is split between a plan view of the ship and the sub, and a periscope view. In the periscope view you can see the level of water as you dive and surface and if you are pointing at the ship at the right depth you will see a view of the ship. This is the time to fire a torpedo, if you hit the ship the periscope view shows the ship exploding.

RUNdown

Lines
100-280
280-360
370-510
520-700
710-970
980-1050

Action
Instructions
Constants.
Colours.
Define characters.
Set up screen.
Enemy control.

1060-1490
1500-1810
1620-2060
2070-2140
2150-2250
2260-2320
2330-2530
2540-2700

Fire torpedoes.
Asdic and radar.
Sub control.
Lose control.
Too deep routine.
Rammed routine.
Depth charge routine.
Final score.

Conversion Clues

Here is a list of TI-99/4A specific graphic commands.

CALL COLOR (A,B,C)

Set character group A to foreground colour B and background colour C.
Accept input from keyboard.
Defines ASCII code X to Hex string

CALL KEY (O,K,S)

CALL CHAR (X,N\$)

1984

CHANNEL PATROL

RUNS ON
TI-99/4A



CALL SOUND (D,N,V)

Create sound of d milli-seconds, frequency N, and volume V.

CALL HCHAR (R,C,A,N)

Place character A at row R, column C, N number of times.

CALL VCHAR (R,C,A,N)

Same as HCHAR but repeats vertically.

CALL GCHAR (R,C,N)

Equivalent of PEEKing the screen co-ordinates C, R into variable N.

CALL CLEAR

Clears the screen.

CALL SCREEN (C)

Colours the screen in colour C.


```

100 CALL CLEAR
110 REM *****
120 REM CHANNEL PATROL
130 REM *****
140 REM BY B.W.DAVIS
150 REM *****
160 PRINT "CHANNEL PATROL.":;"YOU ARE IN A SUBMARINE":;"(THE SMALL SQUARE)PATROLI
NG THE BRISTOL CHANNEL."
170 PRINT "YOU MUST SINK AS MANY SHIPS AS YOU CAN BY USING YOUR 12 TORPEDOES"
180 PRINT "YOU CAN ONLY FIRE WHEN YOU ARE FACING THE ENEMY AND YOU ARE AT THE CO
RRECT DEPTH (1)":
190 PRINT "YOU START YOUR ENGINES WHEN YOU ENTER YOUR DIRECTION.":;"N=NORTH". "S=
SOUTH":;"E=EAST". "W=WEST":
200 PRINT "YOUR OTHER CONTROLS ARE":;"U= UP (TO SURFACE)":;"D= DOWN (TO SUBMERGE)
":;"F=FIRE YOUR TORPEDO":
210 INPUT "PRESS ENTER":E$
220 CALL CLEAR
230 PRINT "IF YOU ARE IN THE SAME AREA YOU WILL BE RAMMED UNLESS":;"YOU GO DEEP":
:
240 PRINT "YOU CAN ONLY GO UNDER THE":;"SHIPS AT A DEPTH OF AT":;"LEAST (3).BUT BE
WARNED"
250 PRINT "YOU MAY BE DEPTH CHARGED":;"AND IF YOU GO TO DEEP YOU":;"WILL CRACK YOU
R HULL.":
260 PRINT "YOU MAY PAUSE FOR A REST BY RUNNING YOUR SUB INTO THE":;"SIDE OF YOUR
SCREEN."
270 PRINT "TO RESTART CHANGE COURES TO THE OPPOSITE DIRECTION.":
280 INPUT "PRESS ENTER TO START":E$
290 WS="SHIPS GOT THROUGH"

```

```

300 CALL CLEAR
310 T=11
320 C=48
330 X=0
340 U=0
350 L=16
360 R=27
370 CALL SCREEN(2)
380 REM *****
390 REM CHAR COLORS
400 REM *****
410 CALL COLOR(1,3,1)
420 CALL COLOR(2,5,5)
430 CALL COLOR(3,2,3)
440 CALL COLOR(4,6,6)
450 FOR I=5 TO 8
460 CALL COLOR(1,2,3)
470 NEXT I
480 CALL COLOR(13,2,5)
490 CALL COLOR(14,2,6)
500 CALL COLOR(15,16,6)
510 REM *****
520 REM DEF CHARS
530 REM *****
540 AS="FFFFFFFFFFFFFFF"
550 CALL CHAR(33,AS)
560 CALL CHAR(40,AS)
570 CALL CHAR(64,"0808080808081C1C")
580 CALL CHAR(91,"000402FF02040000")
590 CALL CHAR(92,"002040FF40200000")
600 CALL CHAR(93,"103B541010101010")
610 CALL CHAR(94,"08080808082A1C08")
620 CALL CHAR(128,"0000001818000000")
630 CALL CHAR(129,"00003C3C3C3C0000")
640 CALL CHAR(130,"00007E7E7E7E0000")
650 CALL CHAR(136,"000001071FFF7F3F")
660 CALL CHAR(137,"000000C0F0FFFEFC")
670 CALL CHAR(138,"000008081C7F3E1C")
680 CALL CHAR(144,"904B24924927170F")
690 CALL CHAR(145,"0912244992E4E8F0")
700 REM *****
710 REM SET UP
720 REM *****
730 FOR I=2 TO 23
740 CALL HCHAR(I,4,33,26)
750 NEXT I
760 CALL HCHAR(3,5,68)
770 CALL HCHAR(3,6,69)
780 CALL HCHAR(3,7,80)
790 CALL HCHAR(3,8,84)
800 CALL HCHAR(3,9,72)
810 CALL HCHAR(3,26,78)
820 CALL HCHAR(5,24,87)
830 CALL HCHAR(5,28,69)
840 CALL HCHAR(7,26,83)
850 CALL HCHAR(5,7,C)
860 FOR I=11 TO 22
870 CALL HCHAR(9,1,64)
880 NEXT I
890 FOR I=11 TO 22
900 CALL HCHAR(1,5,40,24)
910 NEXT I
920 FOR I=3 TO 4
930 CALL HCHAR(1,11,56,12)
940 NEXT I
950 FOR I=5 TO 7
960 CALL HCHAR(1,11,40,12)

```

```

970 NEXT I
980 REM *****
990 REM ENEMY CONTROL
1000 REM *****
1010 RANDOMIZE
1020 Y=11
1030 Z=22
1040 A=INT((Y-Z+1)*RND)+Z
1050 CALL HCHAR(A,U,130)
1060 REM *****
1070 REM FIRE TORPEDOES
1080 REM *****
1090 LB=L
1100 RB=R
1110 IF (C>50)*(L=A)*(R=U) THEN 2360
1120 CALL GCHAR(5,26,G)
1130 IF G<>91 THEN 1150
1140 R=R+1
1150 IF G<>92 THEN 1170
1160 R=R-1
1170 IF G<>93 THEN 1190
1180 L=L-1
1190 IF G<>94 THEN 1210
1200 L=L+1
1210 CALL GCHAR(9,22,J)
1220 CALL KEY(0,K,S)
1230 IF J=33 THEN 2540
1240 IF A<>L THEN 1300
1250 IF (U>R-5)*(G=92) THEN 1270
1260 IF (U>R)*(G=91) THEN 1270 ELSE 1300
1270 IF C<>49 THEN 1520
1280 CALL HCHAR(3,17,138)
1290 GOTO 1360
1300 IF U>R THEN 1520
1310 IF C<>49 THEN 1520
1320 IF (A<L)*(G=93) THEN 1340
1330 IF (A>L)*(G=94) THEN 1340 ELSE 1520
1340 CALL HCHAR(3,16,136)
1350 CALL HCHAR(3,17,137)
1360 IF K<>70 THEN 1520
1370 FOR I=1 TO 10
1380 CALL SOUND(250,-5,1)
1390 NEXT I
1400 CALL HCHAR(3,16,144)
1410 CALL HCHAR(3,17,145)
1420 CALL SOUND(400,-7,2)
1430 CALL HCHAR(A,U,40)
1440 CALL HCHAR(LB,RB,40)
1450 CALL HCHAR(9,T,33)
1460 T=T+1
1470 U=5
1480 GOTO 1010
1490 REM *****
1500 REM SONAR & RADAR
1510 REM *****
1520 IF C<50 THEN 1590
1530 CALL SOUND(100,3000,0)
1540 FOR I=1 TO 15
1550 CALL SOUND(100,1500,1)
1560 NEXT I
1570 CALL SOUND(50,3000,13)
1580 GOTO 1640
1590 CALL SOUND(10,1000,1)
1600 CALL SOUND(1500,800,20)
1610 REM *****
1620 REM SUB CONTROL

```


CHANNEL PATROL

**RUNS ON
TI-99/4A**

```

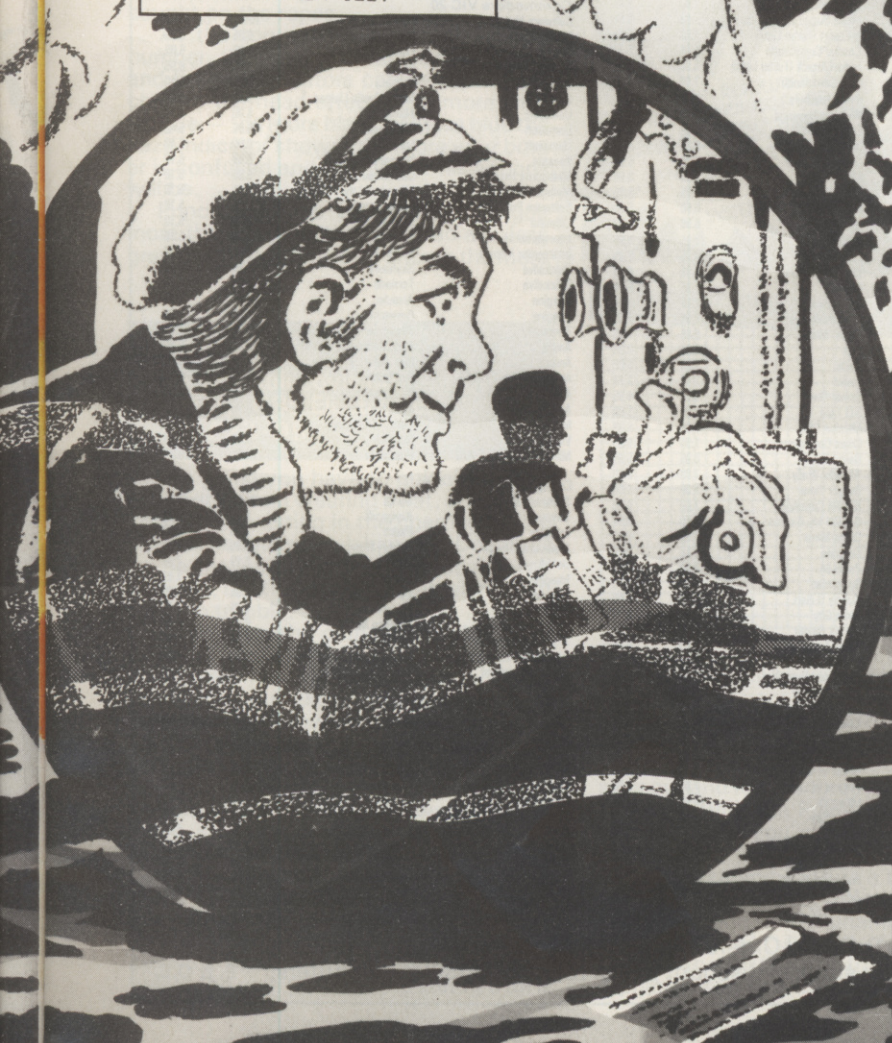
1630 REM *****
1640 IF K<>85 THEN 1720
1650 IF C<=48 THEN 1680
1660 C=C-1
1670 IF C<>49 THEN 1690
1680 CALL HCHAR(3,11,56,12)
1690 IF C<>48 THEN 1710
1700 CALL HCHAR(4,11,56,12)
1710 CALL HCHAR(5,7,C)
1720 IF K<>68 THEN 1800
1730 C=C+1
1740 IF C<>49 THEN 1760
1750 CALL HCHAR(4,11,40,12)
1760 IF C<>50 THEN 1780
1770 CALL HCHAR(3,11,40,12)
1780 CALL HCHAR(5,7,C)
1790 IF C<>54 THEN 2170
1800 IF K<>87 THEN 1830
1810 R=R-1
1820 CALL HCHAR(5,26,92)
1830 IF K<>69 THEN 1860
1840 R=R+1
1850 CALL HCHAR(5,26,91)
1860 IF K<>78 THEN 1890
1870 L=L-1
1880 CALL HCHAR(5,26,93)
1890 IF K<>83 THEN 1920
1900 L=L+1
1910 CALL HCHAR(5,26,94)
1920 IF (L<11)+(L>22)+(R<5)+(R>28) THEN 1220

```

```

1930 CALL HCHAR(LB,RB,40)
1940 CALL HCHAR(L,R,128)
1950 CALL HCHAR(A,4,33)
1960 CALL HCHAR(A,U,40)
1970 IF C<>49 THEN 1990
1980 CALL HCHAR(3,16,56,2)
1990 IF (L=A)*(R=U) THEN 2280
2000 U=U+1
2010 IF U=29 THEN 2030
2020 GOTO 1050
2030 CALL HCHAR(A,U-1,40)
2040 U=U
2050 X=X+1
2060 GOTO 1010
2070 CALL CLEAR
2080 PRINT "SORRY":
2090 PRINT "YOU HAVE LOST":
2100 PRINT "DO YOU WANT TO TRY AGAIN":
2110 INPUT "PRESS Y OR N ":Q$
2120 IF Q$="Y" THEN 300
2130 END
2140 REM *****
2150 REM TOO DEEP
2160 REM *****
2170 CALL SOUND(2000,-7,0)
2180 FOR I=23 TO 2 STEP -1
2190 CALL SCREEN(7)
2200 CALL HCHAR(I,4,40,26)
2210 NEXT I
2220 CALL CLEAR
2230 PRINT "YOU WENT TOO DEEP":
2240 GOTO 2080
2250 REM *****
2260 REM RAMMED
2270 REM *****
2280 IF C<>50 THEN 2360
2290 CALL SOUND(1000,-7,0)
2300 CALL CLEAR
2310 PRINT "YOU HAVE BEEN RAMMED":
2320 GOTO 2080
2330 REM *****
2340 REM DEPTH CHARGES
2350 REM *****
2360 FOR O=1 TO 5
2370 CALL SOUND(100,-6,6)
2380 FOR DELAY=1 TO 400
2390 NEXT DELAY
2400 CALL SOUND(300,-5,6)
2410 FOR I=3 TO 7
2420 CALL HCHAR(I,16,129)
2430 FOR DELAY=1 TO 200
2440 NEXT DELAY
2450 CALL HCHAR(I,16,40)
2460 NEXT I
2470 CALL HCHAR(7,16,144)
2480 CALL HCHAR(7,17,145)
2490 CALL SOUND(750,-7,0)
2500 CALL HCHAR(7,16,40,2)
2510 NEXT O
2520 IF C<>52 THEN 2660
2530 GOTO 2000
2540 CALL CLEAR
2550 IF X=0 THEN 2600
2560 IF X<2 THEN 2620
2570 IF X<5 THEN 2640
2580 PRINT "NOT VERY GOOD ARE YOU":X:W$
2590 GOTO 2110
2600 PRINT "GOOD SHOOTING CAPTAIN":X:W$
2610 GOTO 2110
2620 PRINT "WELL DONE ":X:"SHIP GOT THROUGH":
2630 GOTO 2110
2640 PRINT "LUCKY AREN'T YOU":X:W$
2650 GOTO 2110
2660 CALL CLEAR
2670 CALL SOUND(1000,-7,0)
2680 CALL SCREEN(7)
2690 PRINT "YOU HAVE JUST BEEN BLOWN":"OUT OF
THE WATER":
2700 GOTO 2100

```



VOCE VIDEO

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SINCLAIR ZX-SPECTRUM

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Commodore 64

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Commodore VIC-20

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Dragon-32

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Sinclair ZX-81

Software House	Game	RRP	Our Price
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Quicksilver	OS Scramble	3.95	3.75
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VIDEO VYING

ROCKY

Runs on: Colecovision
Made by: CBS electronics
Price: £29.95

This is a boxing video game featuring Rocky, The Italian Stallion, and Clubber Lang. There are four skill levels and you can either be Rocky or Clubber playing against the computer or another player.

As soon as you press the reset button an excellent picture of Sylvester Stallone appears and the title music of the film can be heard.

This game can be played with ordinary joysticks, but using the Super Controllers makes it much more exciting, although the price, £50.00, is a little off-putting! The Super Controllers allow you to punch with the right hand to the head, or to the body with the left hand. The boxer can also duck to guard his head.

The fight starts when you hear the bell. Both boxers move to the centre of the ring and try to score points by landing punches to the head and body, breaking up your opponent's guard and by knocking your opponent down.

If the boxers get too close, Clubber and Rocky go into a clinch. The referee breaks them up and they have to start boxing again. They can move up and down three 'lanes' in the ring and your boxer can be caught on the ropes.

At the top of the screen the round number, the timer and each boxer's daze and fatigue indicators can be seen. Punches to the head affect daze more than fatigue — the more black and less blue the daze indicator shows, the more your boxer is confused and the slower his actions will be.

Punches to the body affect fatigue more than daze — the more red and less grey the fatigue indicator shows the more

tired your boxer is.

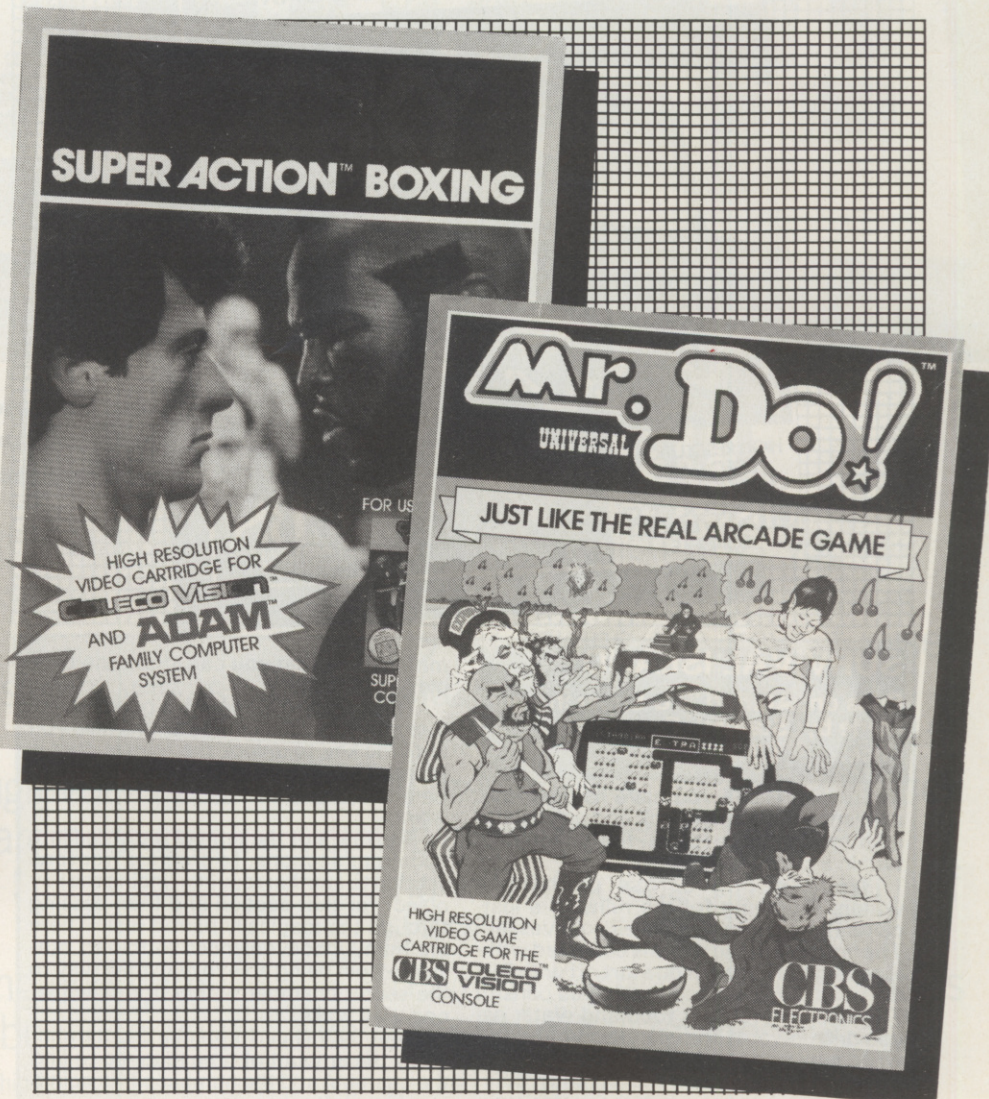
If your fatigue or daze indicators become completely covered over by red or black, you will be knocked down and 10 points will be awarded to your opponent. The referee will then begin his count. If you do not stand up in time the fight will be awarded to the other boxer.

Each round lasts one minute. Rocky and Clubber return to their corners and a scrolling message tells you who won and by how many points. Depending on the

skill level, the fight can last 3, 5, 10 or 15 rounds. There is also a demonstration fight showing off the very good graphics and sounds of the game.

Rocky is quite difficult to play to begin with, but I kept going back for more, even though I was always on the floor, because the game is so realistic and addictive.

The game is a definite buy for people who like boxing and video games, or for those who simply enjoyed the Rocky films.



MR. DO

Runs on: Colecovision
Made by: CBS Electronics
Price: £29.95

In this game you have to guide Mr. Do a funny little man wearing a hat, around his orchard harvesting in the cherries before the evil badguys catch him. Mr. Do mows as he moves towards a row of ripe red cherries, but the mowed paths leaves him open to trouble.

Soon after the game starts, badguys begin to appear at the badguy spot and then start hunting for Mr. Do. If they catch him, Mr. Do is eliminated. He can fight back by throwing his Power Ball and he scores you points by doing this. Mr. Do can also bonk a badguy or block a badguy's path with an apple, but if Mr. Do gets caught underneath his own apple he is killed, although he can avoid this by hitting it with the Power ball.

Badguys can transform into Diggers so that they can reach Mr. Do faster by digging through the grass. After all badguys leave the badguy spot, a special treat appears. If Mr. Do eats it you earn bonus points and your pursuers are stunned for a

few seconds, so there is a good chance for Mr. Do to kill one with his Power Ball.

Whenever your score reaches a multiple of 10,000 points and an Alphamonster is over a white letter in the 'Extra Mr. Do' register, the Alphamonster slips out and moves through the paths. If you hit it with the Power Ball or bonk it with an apple you earn the letter on its chest.

Each time you capture a treat and the Alphamonster is over a letter, three blue chompers and the Alphamonster enter the orchard. Mr. Do has to avoid all of these, but if he eliminates the Alphamonster first the blue chompers are

automatically killed. When you spell 'extra' you earn an extra Mr. Do.

Sometimes a glittering diamond appears in the orchard where an apple breaks. Guide Mr. Do to this and you are allowed to move out onto the next screen and at the same time earn 10,000 points.

The adventure ends, of course, when all Mr. Dos are dead. There are four skill levels for one or two players and each player starts with five Mr. Dos.

The game is neither too hard nor too easy for beginners and a catchy tune is played throughout the game.

Mr. Do is a fairly good, slightly different arcade game.

VIDEO VYING



TIME PILOT

Runs on: Colecovision
Made by: CBS Electronics
Price: £29.99

This game is slightly different to most pilot games as it includes enemy aircraft from the dawn of aviation to the jet age. You are caught in a time warp and you have to earn your wings battling through four different time periods.

Your Timeship first enters 1910 where you have to fight amongst hordes of bi-planes. Their hand bombs and bullets are crude, but deadly all the same.

In the middle of battle, a parachutist floats by — pass your Timeship over him to pick him up and you gain 1000 points. If you pick up two men you earn twice as many points and three earns three times the points.

As you destroy enemy planes the 'Enemies Remaining Indicator' decreases. When the indicator is empty the 'dirigible' flies into view. A dirigible, for those who do not know about such things (like me!) is a steerable object, in this case an airship. Your timeship must hit it five times before you can move into the year 1940.

Here you meet monoplanes and blue bombers. The monoplanes have to be shot at to shrink the 'Enemies Remaining Indicator' and the bombers have to be attacked to build up your score. To enter 1970 the Red Bomber has to be eliminated.

Buzzing helicopters then appear, together with their heat-seeking missiles. The double-prop chopper has to be hit five times to break out of this time warp.

Into the future next — 1985! High speed jets battle with your Timeship. They have the deadliest and fastest missiles in the game because they are infra-red, homing missiles. Eliminate the black jet bomber and you have earned your wings — I should think so too after all that work!

As usual there are four skill levels for one or two players and each player begins with five Timeships. Extra Timeships are awarded when your score reaches 10,000 points, 30,000 points and at every 20,000 points thereafter.

The graphics are fairly good, especially the clouds. Zaps and explosions can be heard throughout and an excellent piece of music introduces the action.

Time pilot is for people who are interested in all kinds of flying aircraft and for those who are looking for an unusual concept in a game, although, overall it is quite easy to master and becomes rather repetitive.

SURVIVAL ISLAND

Runs on: Atari VCS & Supercharger
Made by: Starpath Corporation
Price: £9.95

In Survival Island you have to meet the challenges of a shipwreck and a desolate land and then explore the mysteries within a secret temple.

While sailing across uncharted waters searching for the ruins of a lost civilisation, a storm ravishes your vessel. The first part of the game is concerned with reaching the island. You start off with 99 life points. If they reach zero, you perish. The idea is to collect food and water as you drift towards the island on your raft, while avoiding sharks and sea creatures. They can knock you off the raft and if they touch you while you are in the water, you will perish. It is fairly difficult to identify something in the water, although you know something dangerous is looming nearby because of the threatening sound, but otherwise there is only a quiet, splashing noise. The sea monsters are quite frightening — and annoying! They always seemed to get me just as I was nearing the island shore. If this happens a slow, death march tune is played!

Your next task, once you have reached the island, is to find the secret temple. Beware of hidden traps, snakes and mushrooms to name just a few of the obstacles out to get you.

On your way you must collect

materials so that you can storm the temple.

This part of the game is a good adventure game and the computer will help you until the key to unlock the temple door is found. The graphics are much better compared to those in Part One of Survival Island.

The maze of the temple is divided into numerous sections. To progress from one section to another requires finding the key object for that section and then passing through the magically barred wall. There are many inconveniences to thwart outsiders from being able to map their way to the secret chamber within, for example, one-way walls.

Your overall performance is determined by the amount of time required to find the chamber and the number of life points you have left when you reach it.

A Starpath Supercharger is needed to play the game, but this results in better graphics, larger computer memory and faster loading time.

Survival Island is a very enjoyable game, although it takes many attempts to reach level three — but levels can be missed out if you have already found the right code. It has some nice touches, for example in part two you can become invisible and only your feet can be seen.

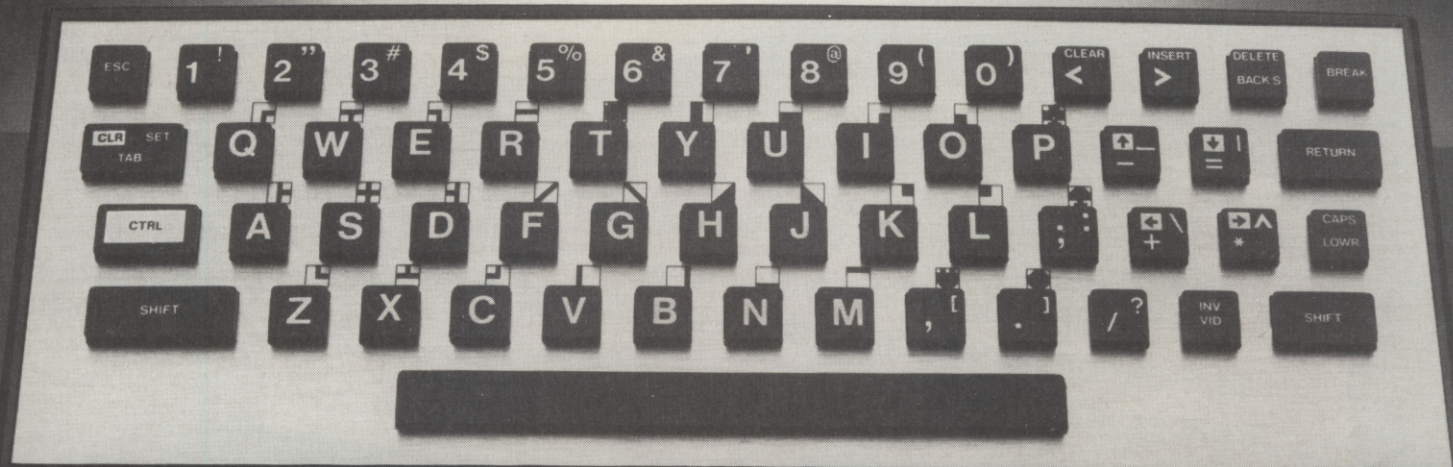
This game is really three games rolled into one — an action game, an adventure game and a maze game — so whichever you prefer you should be happy with Survival Island.

NEWS FROM ATARI

Atari, makers of the most popular VCS System (the 2600) has just announced the launch of two new game machines.

Details were given at the Cetex Show in late May and the new machines are an upgrade of the 2600 and a 'junior' version. For full details turn to our special report on the Cetex Show, the UK's major show for consumer electronics.

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WHICH MICRO? AND SOFTWARE REVIEW.

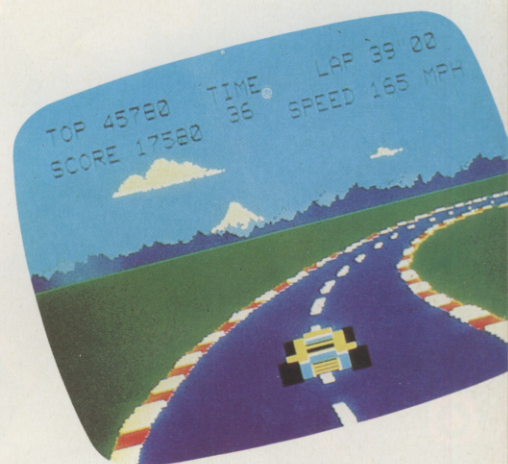
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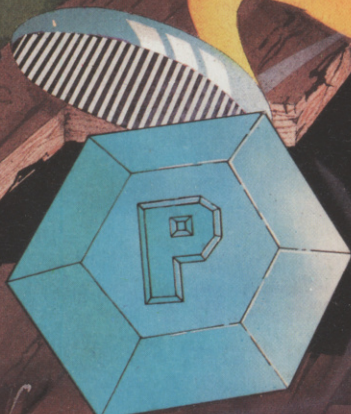
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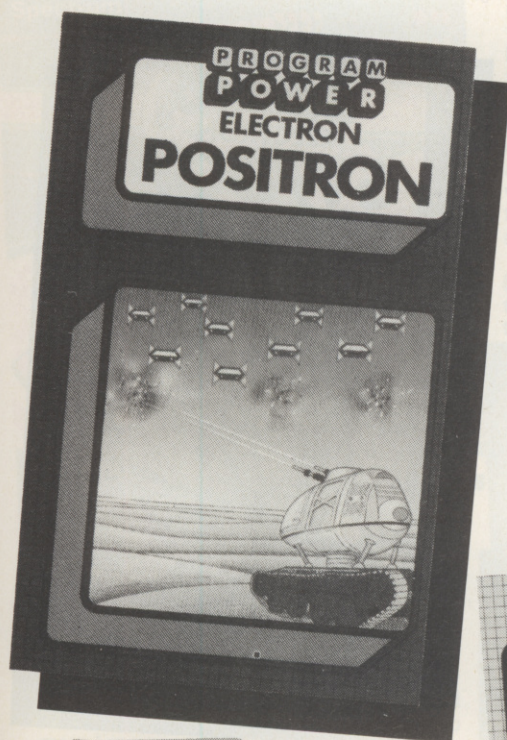
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SOFTWARE



POSITRON

Runs on: Electron
Made by: Micro Power
Price: £7.95

Positron is a super fast shoot 'em up spectacular of the Space Invaders ilk. Instead of invaders, you get waves and sheets of Cybers, Spazmoids, the Galactic Hulks, Hep-Heps by the dozen and the almost unstoppable Mega-Bods.

A 60-line BASIC header *RUNS this headlong dash to destroy as many on-screen nasties as possible within the constraints of your three lives (an extra one at 100,000 points — how generous!). I can't think of an easier way of wearing out the Electron RETURN key than playing this game for a few hours; and that is just what you will do as soon as you sit down in front of the keyboard. This game is super addictive and only 'Positron wrist' will finally persuade you to give it a rest.

The controls are CTRL, A, and RETURN. Your laser base moves swiftly across the bottom of the screen searching out the most efficient method of vapourising the attackers. When you do get hit by the return fire, the particles go flying and reconstitute for a new start at the centre. If you successfully destroy the current wave then the base remains in position for the next attack. Every so often you will be destroyed but your final shot goes on to avenge you and complete the attacker's

demise. Good smooth graphics and appropriate sounds. It may be mindless, but it's fun!

CYBERTRON MISSION

Runs on: Electron
Made by: Micro Power
Price: £7.95

Cybertron Mission presents the game player with a bit of everything. It's a maze game with each maze forming a room in an adventure requiring a number of objects (key, pot of gold for instance) to be found, plus arcade action as your character fights off various unfriendly creatures intent on ending his stay in the stronghold of Fort Cybertron.

The Spinners, Clones and Cyber-droids form the opposition as you move around



the 16 (4 x 4) rooms on each level. There are four keys to control direction of movement and fire and holding down two at once can achieve diagonal aim. Once the treasure from each level has been picked up you can move on by locating and touching the safe. It is a good idea to use the 'Pause' key now and then to update your map of the rooms and their exits plus contents.

All too often our brave adventurer gets sizzled, becoming an electrified skeleton on the maze wall, or scorched by a Spook

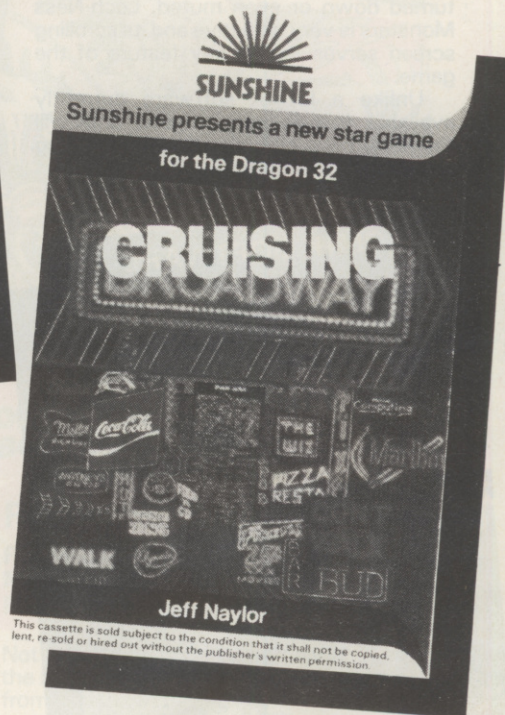
(they appear pretty swiftly if you hang around in a room too long). Once you get use to the keys and the fact that you always shoot in the direction in which you are moving you'll find this game has a lot to offer as you go searching for more objects and another high score. A mission worth going on.

CRUISING ON BROADWAY

Runs on: Dragon 32
Made by: Sunshine
Price: £6.95

Cruising on Broadway is a game in which the player has to race around various grids in the shortest possible time. At the same time you have to avoid a chaser. Your only defence is to make a temporary gap in the line and this holds up your pursuer.

You score points for the length of line you manage to cover and the time you take to do it. Every time you complete a grid another grid appears with a different shape or more chasers. You control your man by use of the cursor keys and the gap is made by any other key. The instructions are noisy and very clear and the graphics and chaser sounds are very good. Cruising is proof that simple ideas are often the best, my only niggle is that you only get one man but the game is very fast and highly addictive.



REVIEWS

SOFTWARE

LOCH-NESS MONSTERS

Runs on: Oric-1 48K
Made by: Romik Software
Price: £6.99

The object of this game is to control the population of monsters by harpooning them from a boat over which you have full control.

No matter how good you are though, they continuously multiply to present an even harder challenge. Movement of the boat can be achieved through the keyboard or by the use of joystick. As the boat moves so the screen scrolls in the appropriate direction revealing weeds, land, fish and, of course, the monsters. If you harpoon a monster then its tail will drop off from the point of contact unless you hit the head — then it will die. The only other way to kill a 'Nessie' is by laying a poisoned fish in it's path.

Poisoned fish are acquired when you have passed over 25 fish; beware — the poisoned fish are sometimes liable to explode. Another feature of the game is the fuel level which drops as the time goes on. However, you can refuel by visiting the docking area on the west bank. When not in play yourself you can watch the computer have a go while listening to a very good rendition of 'Loch Lomond'.

The colour and graphics are excellent and the general sound is satisfactory although it is annoying that it cannot be turned down or even muted. Loch-Ness Monsters is very addictive and its scrolling screen serves as the key feature of the game.

Unlike a lot of software currently available this is very original and will therefore have considerably more lasting appeal than most games.

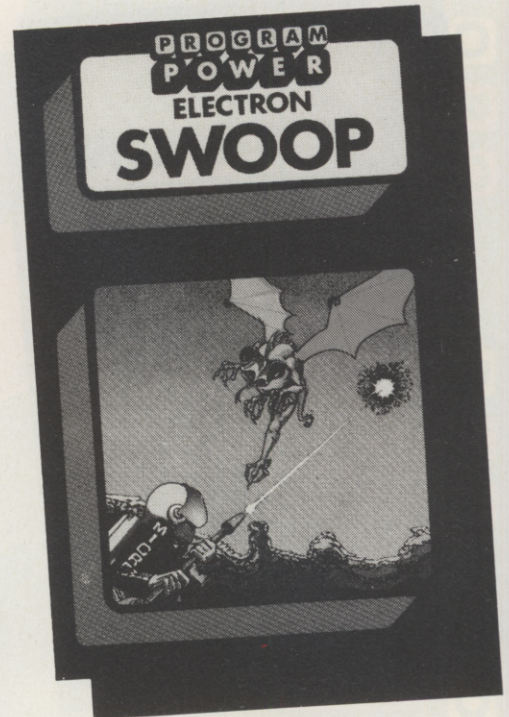
SWOOP

Runs on: Electron
Made by: Micro Power
Price: £7.95

This is the Galaxians version in the Micro Power range of games for the Electron. True to form, the winged nasties swoop down from their banked formation and try to sidestep your sharpshooting attempts, dodging like a good rugby winger as they fly towards you. The action is fast but without much variation throughout the various screens of difficulty.

When one of the birdmen does get past your rain of laser fire then it lays an explosive egg on the laser base track, which you must avoid until it disintegrates a few seconds later. These eggs are deadly to touch and can severely restrict movement if allowed to come down in the wrong place. The graphics are fine as far as the limit of the game allows and the Electron is given some nice swooping sounds to test out its speaker.

A nice feature is the use of new character set for the Hi-score table and all in all the game is a successful implementation of this rather dated yet still popular genre of arcade game. Fun to play but it quickly wears thin.



SUPER SKILL HANGMAN

Runs on: Dragon 32
Made by: Salamander Software
Price: £7.95

Another non-computer classic that has made its way onto the Dragon, this version of the popular word guessing game gives you a 1000 word dictionary and the option for one or two players.

The game also includes a timer of thirty seconds so you have to find the word quickly. You are given 3 lives and if you do not find the word in the certain level one life is lost. The game has very good graphics with automatic skill adjustment and a quick turn around between finishing one word and generating the next. Hangman is a good party game for all ages and should give hours of enjoyment.

the ground. If you don't fall off the birds will probably get you.

Options exist for Kempston type joysticks and Currah micro speech.

The speech unit produces apt phrases such as 'Fee Fie Foe Fum' and 'Who are the birds having for dinner then'. My one gripe is that the first screen is a bit hard. Possibly making it a bit easier to climb and a bit harder to fall off wouldn't go amiss.

On the whole this is a very flashy game with great graphics and good presentation. It would not be a disappointment to any Spectrum owner.

DI-LITHIUM LIFT

Runs on: Spectrum
Made by: Hewson Consultants
Price: £5.95

This is a grid type of game where the object is to collect your Dilithium Crystals which have been stolen by the evil SEIDDABS (BADDIES backwards get it?). Sounds easy doesn't it? Well it ain't. I scored 10 after repeated efforts, I like a good challenge but this game doesn't get off the ground due to it being too difficult, (or maybe it's me?!).

The presentation is good with full instructions displayed after the title page, after which you are allowed to define the cursor keys yourself. You are then faced by a grid with yourself at the centre as the evil SEIDDABS rush towards you to prevent you getting at those little old crystals. Beginning and end of game, because those backward baddies are not so backward when it comes to moving forward, as they fairly pelt along and within a micro second

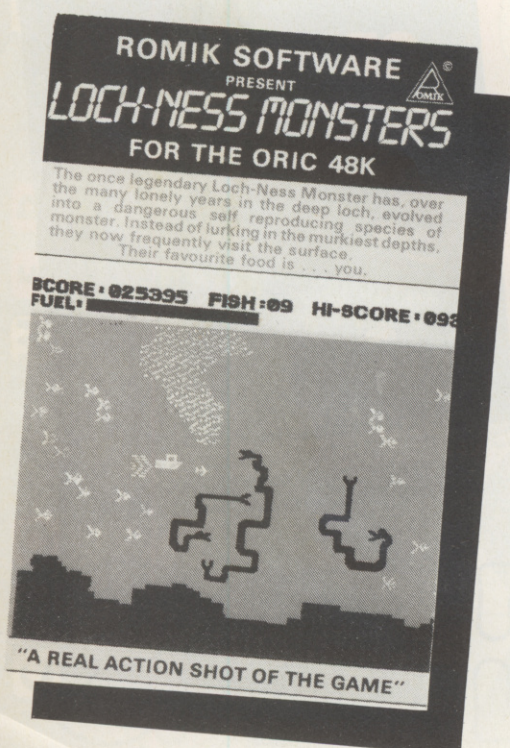
JACK AND THE BEANSTALK

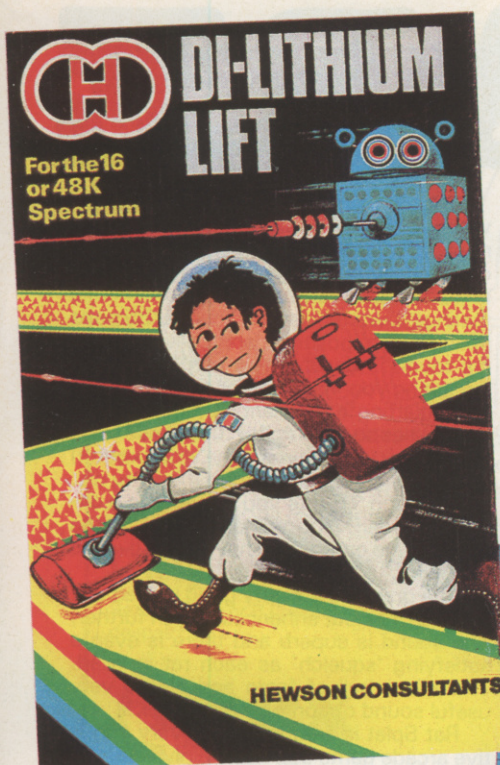
Runs on: ZX Spectrum
Made by: Thor
Price: £5.95

This novel game features you as the intrepid fairly tale hero Jack. You must fetch an axe and fight your way to the giant's castle to dispose of him for good.

The game features excellent graphics over the six playing screens. One screen shows a slumbering giant in such perfect detail that I am surprised that it is possible on a Spectrum (he even has warts!).

The route up the beanstalk is very dodgy, one slip and you fall off, tumbling to





(or so it seems) they have zapped you into oblivion. Never mind you have another two lives, but, two microseconds later there you are facing the instructions again and feeling a little bit cheated. Perhaps my reflexes are not what they used to be so I invited around our local wiz vid-kid and to my immense satisfaction three microseconds later there we were, once again facing the instructions.

I am sure that this is a really good game, good use of colour, sound, graphics, and I am sure that out there somewhere is someone who can defeat the evil SEIDDABS and save the Universe, but it ain't me.

One feature that certainly would be useful in this game would be a slow down button to give you a better chance against the SEIDDABS!

The game is certainly worth buying if only to prove me wrong and possibly suffering from senile dementia. I would be interested to hear from anyone who can score more than 10... Come on all you Vidiots out there show me how its done...

BANDITS AT 3 O'CLOCK

Runs on: Electron
Made by: Micro Power
Price: £7.95

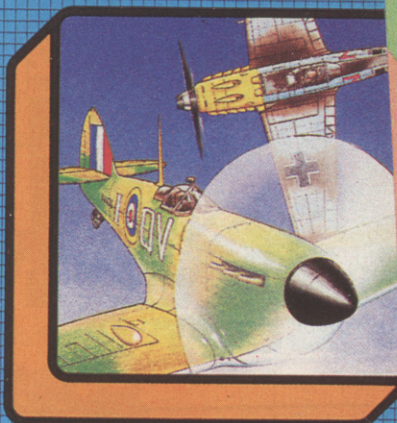
This is not a particularly interesting game to look at or to play. Various options confront the new player; whether to have a cloud planted in the middle of the screen, whether to have airships or flak to add to the confusion and whether or not to have sound to accompany the game. The latter is best answered 'No'. The sound used to represent the aircraft is horrible and gets very irritating. It's nothing like an aircraft

engine and one immediately and unfairly compares it with the BBC version which is OK.

Two stick men scramble to the left and right hand sides of the screen and board their planes, which then skate along the bottom waiting for the 'climb' key to be pressed. There is very little subtlety of control, just a couple of presses and you will loop back into the ground. When airborne, the jerky movement and constant speed makes no attempt at realism. The screen is boring and the unlimited aerobatics don't do much to ease the tedium. The wrap around screen means that you can get on your opponents tail and the two-player option is the only worthwhile game. The computer just plays the sitting duck.

It's difficult to get to grips with it because of the short range of the game and the lack of manoeuvrability just adds to the frustration.

PROGRAM POWER ELECTRON BANDITS at 3 o'clock



JUNGLE JIVE

Runs on: Electron/BBC Model B
(separate copies on each side)
Made by: Virgin Games
Price: £5.95

First of all, may I welcome this innovative approach from Virgin Games, in supplying versions for both the BBC and the Electron on one cassette. With many owners of the latter machine perhaps thinking of upgrading the Beeb when finances allow, it will be handy to be able to use some software again. I hope other manufacturers follow suit, especially with programs designed for educational purposes, which could then be run at school on the BBC and at home on the Electron.

Getting back to the subject, I have played various Virgin games on several micros, and they have always seemed to be good or very poor indeed. This particular offering tends to disprove my theory, being a fair game with reasonable graphics, poor sound and not really much of a plot. The end result is a game which is quite frustratingly fun to play, but which will never get me hooked in the same way other tapes might do.

The scene is a jungle, and you are an intrepid explorer who realizes he is not really alone. All around are an assortment of animals which are closing in from both sides of the screen and whose every touch is deadly. Your movements are limited to upwards or downwards (with a wrap-around feature between the two), and you fire either to the left or right. Shooting the animals brings slight relief and some points, although there is a well drawn snake which cannot be killed and which glides around the screen. There are supposed to be some baboons which must be kept be alive for your safety, but I found the graphics didn't allow me to decide which they were! There are some pink (!) elephants, and several hippopotami which give the game a little comic content, but overall the idea behind the game just doesn't justify the price-tag.



ROYAL BIRKDALE

Runs on: Spectrum
Made by: Ocean
Price: £6.90

Not being a golf fanatic perhaps I am not the right one to review this latest offering from Ocean but having said that I suppose a real golf fanatic would be out there play-

REVIEWS

SOFTWARE

ing the real thing and not playing it on his Spectrum, unless of course he couldn't afford to play at Royal Birkdale or hadn't got a good enough handicap.

The first thing the computer asks is your name, which is then announced at every tee and your score card signed. You are then allowed to determine wind effect with direction and force or let the computer produce a random wind effect, the maximum force being 32 which is gale force!

The game is very well written, with obviously a great deal of thought having gone into the construction, and unlike a lot of simulation sports programs allows for a great deal of individual skill (or lack of it in my case). It is not just a question of bashing everything in sight!

If you are an aspiring golfer but cannot afford the club fees then this is an ideal compromise and again an example of the high standard of games one has come to expect from Ocean.

The rats can be killed by hitting them with a hammer but you must be directly next to the rodent so split second timing is crucial. However, there is a monster that inhabits the sewers and he has sentimental feelings towards his furry friends. He pops up in random positions and chases you — his touch is deadly. You can kill him by swapping your hammer for an aerosol can and squirting a repellent at him. As time progresses so the smell of the cheese overcomes you (as shown by the smellometer) and if it becomes too strong then you die.

By killing 15 rats you move onto a different screen. You will also die if all the cheeses are eaten. You have three lives to play with.

The graphics are very good indeed and the use of colour enhances it even further. The sound is superb and there is even a satisfying 'squelch' as each rat is killed. There is a hall of fame and also a very useful sound option of three levels.

Rat Splat is an original and very addictive arcade game and is certainly value for money. It's ease of use and compelling action make it an asset to any Oric software collection.

THE GOLDEN BATON

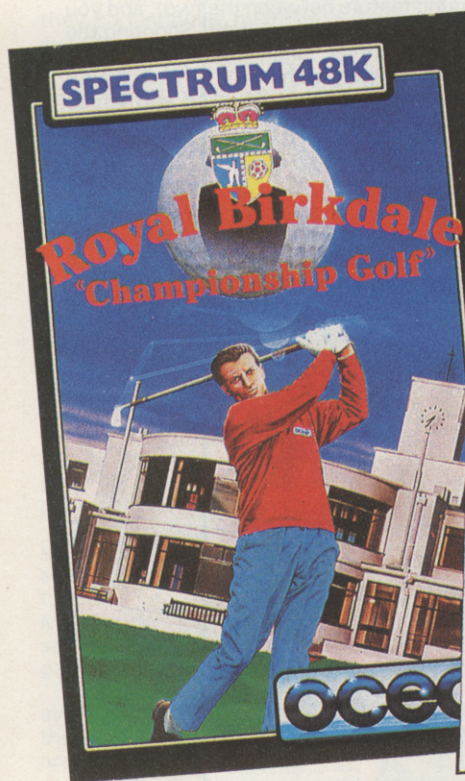
Runs on: BBC
Made by: Digital Fantasia
Price: £9.95

There comes a time in most reviewers' lives when they start to hate one particular type of game. For most people it is the "space invader" type and its derivatives. For me it is adventures. I am fed up with adventures. That's my gripe over now lets get on with my review.

This is well presented from Digital Fantasia and follows the format of the other adventures from them that I have played. The top few lines of the screen contain information given to the player, and the last few commands and events that have happened before are displayed underneath that in a different colour.

The commands are the same as other adventures using verbs and nouns. Only the first few letters are recognised, so if you are lazy you can save yourself typing time. Directions such as NORTH and SOUTH are recognised by their first letter i.e. N or S. The theme of this adventure is for you to rescue a golden baton that has been stolen from the castle of your king.

The people at Digital Fantasia are very helpful with any queries that you might have and if you are truly stuck then you can send to them for an advice sheet. Despite my first comment about being fed up with adventures, I liked the way this one was presented.



RAT SPLAT

Runs on: Oric-1 48K
Made by: Tansoft
Price: £7.95

Rat Splat is, as the description accompanying it says, a truly revolting game for the rodent psychopath.

Apparently there has been a violent increase in the rat population and it is your job to enter the sewers and destroy them. The screen presents the player with various platforms connected by ladders. After the initial tune is played the action begins. There are 32 pieces of cheese scattered about the platforms and these are bait for the rats. The rats move quickly around the screen and on meeting a piece of cheese they immediately begin to devour it.

Having got to the first tee the first thing to decide is the direction you want the ball to go in, a feature which I am sure would be useful on a real golf course as a non-expert like me finds direction and elevation the two features most difficult to control. After selecting the direction you have to choose a club option 1-10 covering from your 'driver' to 'sand iron' (whatever that is). One good feature is not allowing you to use a club that would be inappropriate to the terrain. You are represented on the screen as a flashing 'T' then you hit M to swing the club, then, and this is where the skill shows, you have to judge the right time to hit 'M' again to strike the ball. As in real golf if you hit at the wrong time you are in trouble as your ball will end up where you least expect it to. But luckily you don't have to search for lost balls as you automatically will receive a new ball and a penalty of one shot.

REVIEWS

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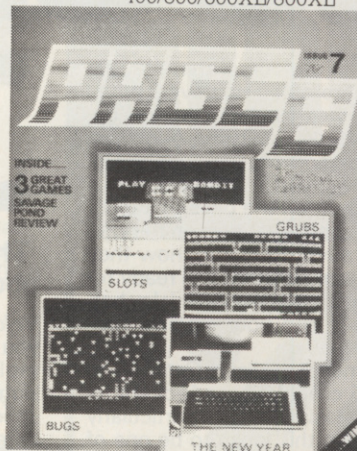


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THE MAGAZINE
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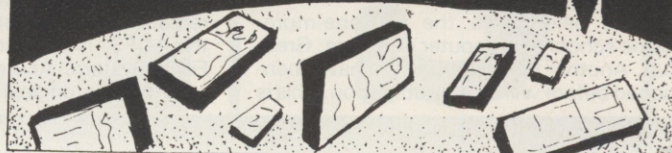
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CHRISTINE



ROCKMAN FILES

The problem with rumours is that they are often a little unreliable. However, when something on headed notepaper "appears" it adds a little credibility. Acornsoft have started sending dealers advance information of their new products. This is a great improvement on the old situation of dealers not knowing what was on the way until they read advertisements, now they have a chance to order products ready for demand. I just hope that the time delay between my writing and your reading does not make it old news.

The first game on the list is *Gateway to Karos*. A £9.95 cassette based adventure game by Derek Haslam. With a particularly inventive scenario this looks to be one of the better adventures, the 'help' envelope may well be a necessity. *Meteor Mission* is a version of lunar rescue. The arcade version was written to use the same basic machine as space invaders allowing arcade owners to upgrade the game by just changing chips. The hardware limitations resulted in a slightly odd two-stage game. Home micros are more flexible and this is not the ideal choice for conversion to the Beeb. The game is very difficult due to the addition of meteors which fly around the screen even on the early sheets. Written by Walter Mansell it is not totally faithful to the original. This will be available on tape and 40/80 track disk.

Brilliant Boardgames

Acornsoft's computer versions of board games are excellent. Their entry in to the original strategy game market is equally professional. *Drogna*, by Patrick Dowling, is based on the game from the BBC Adventure Game television programme. In a two player only game you have to move around a special mosaic grid to retrieve diamonds while dodging your opponent. The treasure can be stolen to completely change the course of the game. This game takes a very long time to play and is very absorbing.

Nick Reeves has written a game which is bound to be copied by other software houses. We first mentioned it a few months ago. It has now been renamed from *Swarm* to *Tetrapod* but the game itself has not changed, the new name being much more appropriate for the lizards which chase you. The play surface is covered in candy-striped pods. You control a spaceship (no credibility is not a prerequisite of arcade games), which you have to defend from killer bees, red devils and poison orbs. The lizards are stupid and aggressive acting as both a friend and foe. When you shoot a pod a reptiles hatches and heads for the nearest denzien of the arena, be it you or your enemy. On making contact it explodes.

This belongs to the just-one-more-game school of computer software. Great fun. Another of the games we have mentioned before will be available soon. This is

This month Simon Rockman, GC's micro maniac, reveals all about some new games for the BBC and Electron computers.

Volcano. A bit like a sideways lunar lander, you have to fly your helicopter over a violently erupting volcano, rescue sightseers and fly back to base. You can shoot or dodge boulders for points, but time is of the essence. As the molten lava runs down the volcano's side it engulfs the tourists who turn into ghosts to haunt you. Once rescued, the little men hold on to the chopper's skids to be ferried back to safety. They are not very good at holding and tend to fall into the crater on the return trip.

Paul Fellows has written S-Pascal. A shrunken educational Pascal with a detailed manual. This might be useful for writing games but I doubt that *Games Computing* will review it.

Spooky Manor sounds like Pac-thingy meets the adventure game. It is an educational adventure game designed for use with Quinkey (nee Microwriter) keyboards so that four people can play at once. The qwerty keyboard can also be used. All the above run on the BBC.

Electron Action Too

The Electron is not neglected:-

Hopper has been beefed up to run on the Acornlett. This game is believed to have been written in GOAL, Acorn's in-house games writing language which makes games writing much faster but causes the game to run slower. This has probably been tweaked extensively to bring it up to Acornsoft's standards.

Free Fall is a game which everyone admires but few people understand. You float about in a hi-res spaceship fending off funny nasties.

Sphinx Adventure is a pretty standard, if rather devilish text-only adventure.

(*Arcadians* is a Beeb version by Orlando (now Aarvaark Software and author of *Zalaga*) This is an Electron Galaxians. Very close to the arcade machine. Now for *real* rumours.

Acornsoft's Tim Dobson told me that he is working on a super realtime 3D maze game which you chase and are chased down corridors. This is a fair way from release so don't expect your dealer to know about it (unless he reads *Games Computing*)! Careless talk causes embarrassment. At the Z80 second processor launch one of the Acorn men was heard to remark that all the software worked with the ADFS. This stands for Advanced Disc Filing System. Acorn have taken a lot of stick for the original DFS. Lots of people



have produced "better" systems and most disk owners I know have bought the Disc Doctor ROM from Computer Concepts to make using the DFS easier. Chip shortages have affected everyone but the Acorn disk controller chip has been the worst hit, so it now looks as if they are to use a new controller with the new ADFS which will give the standard Beeb Econet level II type commands such as unlimited files. Much nicer for disk owners but will it be compatible with the old DFS? I doubt it and this will make software houses and dealers lives very confusing.

Computer Concepts still have the Accelerator BASIC compiler (a program which takes BASIC and turns it into machine code or in this case pseudo-machine code) in the pipeline. The main problem is that BBC basic is already so efficient that compiling it can only make it 2 or 3 times faster but it does make the code more compact, leaving more room for graphics so you get something for nothing.

QL's are now circulating, the first game I have heard of is from *Quicksilver*. They plan to do a sequel to Ant Attack but with 32K of screen memory they will need to excel themselves. *Psion* plan to write QL Scrabble — can they get the whole of Chambers dictionary into 96K or will they use the microdrives? There appears to be a microdrive cartridge shortage, the only way to buy them is through Sinclair mail order. The shops which have plenty of drives and interface 1's have all sold out of the tiny overpriced tapes, reported to cost Sinclair 40p (Thanks Micromouse). At the rate at which the QL uses tapes it is unlikely that the price will fall.

So that's it for this month folks. If any of you have any great ideas for me to feature in my files just write to me at No. 1, Golden Square, London W1.

Oh no, its Lou and Les! Yes, the Falk brothers, your favourite mental space invaders, are here with more nasty numbers and rotten riddles to fill that hole in your head.

1. IT'S IN THE BAG

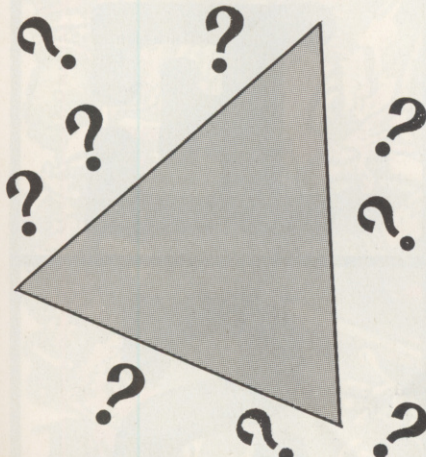
Admittedly the shopping list below is an extraordinary collection of items but one in particular just doesn't belong in the bag. Which and why?

VIM
HAM
TOMATO
WAX
POTATO
MAT



2. IF PIGS COULD FLY...

As true to life as ever, a poacher has managed to get himself into a rather tricky situation. He is attached to one end of a rope which is strung over a pulley. On the other end hangs a dead pig of exactly the same weight as himself. In this perfect world in which he lives the rope and pulley are both weightless and frictionless. What happens to the pig when the hungry poacher begins to climb the rope?



3. WHY TWENTY?

Take the digits from 1 to 9 and arrange them on the three sides of a triangle so that the sum total on each side will equal 20.

4. TAKEOVER BID?

What the papers say might make you see red if you deduce the next number in this sequence:

60,60,100,120,140,140,
160,180,180,200, _____

5. TEN LIZARDS LEAPING

Two fathers and two sons backed their favourite scaly-backed reptile at the annual Gilberdyke Lizard Leaping competition. They won £300 yet each received £100. How is this possible?

6. TAKE YOUR PICK

We are not asking you to stake your life on the following gamble, so, without checking, which of the sums below will give a larger total?

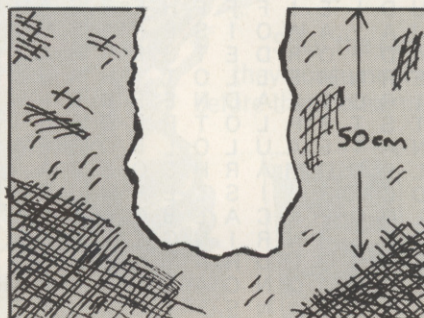
987654321	123456789
87654321	12345678
7654321	1234567
654321	123456
+ 54321	12345 +
4321	1234
321	123
21	12
1	1

Now Check



7. DIRTY TRICKS

How much dirt is there in a hole 100cm long, 50cm wide and 50cm deep?



P

U

Z

Z

L

E

S

8. PAYING YOUR BILLS

Nick Hyams, the world's worst gambler hung out in downtown Humberside; giving his money away to bookies and losing at crap games. One day, in a bar, he met fast-talking Bill Capper, and they got to chewing the fat about their life's love — gambling.

"Me, I'll bet on anything," ventured Bill. "Why, I bet the next dame to come into this bar is a blonde."

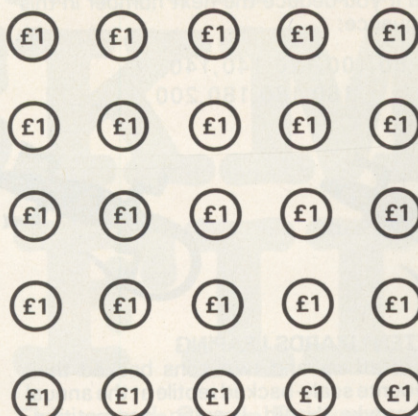
"You're on. Five pounds says it's a brunette," said Nick extracting his wallet.

"Meet the wife," drawled Bill, as a tall blonde, dangling diamonds and trailing a toy poodle sidled up to them. Nick paid up and aimed a surreptitious kick at the dog. Some you win, some you lose. He perked up and said, "This five pounds says the next person to order a drink asks for a beer." He sat back and waited.

"Hey, bartender," beckoned Bill, "I'll have a double scotch and a large pink gin for the lady. This sucker's paying." Not to be outdone, Nick placed five pound coins on the bar.

"How does a five to one shot grab you?"

The way things are running Capper was game for anything, so Nick took twenty more ugly pound bits and placed them on the bar like this:



"Now, if you can take out five pounds and leave four coins in each row, horizontally, vertically and from corner to corner, why I'll let you have the lot. . . otherwise we're quits."

Bill took one look and picked out five coins. "will that do?" he said — and pocketed the other twenty.

"Most expensive drink I ever had," muttered Nick as he left to lose and arm and a leg at Beverley Races.

Which five coins did Bill Capper pocket first?



9. FOOTBALL CRAZY

No doubt you are all as sick of staring at grids looking for hidden words as we are of compiling them, and the proof-readers are of checking them. So here is the last grid game for a few months — a nice easy one.

It's Saturday afternoon and you are watching Grandstand. The football results are coming out of the teleprinter, but something has gone badly wrong. For a start no results are given, only teams. No Scottish or minor leagues are given — just the four Football League Divisions. The grid below contains them all except for one fixture — an imaginary one, as it happens. Teams are given their full names or commonly used shortened versions — thus West Bromwich Albion might appear as WBA or West Brom, or in full. We feel anyone who goes to all this trouble deserves a mystery prize. The first correct answer opened will receive suitable recompense.

M	A	N	C	I	T	Y	D	N	A	L	R	E	D	N	U	S	P	A	L	A	C	E	P	L	U	P	R	
I	A	R	P	Q	E	V	S	R	T	P	O	N	E	N	O	U	H	E	N	D	H	T	S	A	L	K	O	
D	M	B	C	E	O	G	I	O	L	T	F	D	N	W	A	T	F	O	R	D	S	M	E	S	E	T	H	
L	A	U	A	H	E	R	H	T	O	Y	T	O	R	M	C	H	A	R	L	E	O	N	F	R	C	W	A	
S	T	Y	D	B	W	S	L	S	S	B	N	E	S	C	H	U	D	L	E	I	F	F	E	H	S	P	A	
B	S	A	E	I	C	T	T	C	M	V	S	H	O	R	Q	U	A	F	O	E	I	S	E	S	E	A	M	
O	E	A	R	R	A	N	A	X	I	O	T	O	R	B	R	A	D	F	O	R	E	L	O	T	T	E	B	
R	W	K	B	M	T	V	N	E	G	U	D	T	H	R	R	E	R	N	H	E	X	A	L	O	T	T	H	
O	K	A	Y	I	L	I	M	T	H	A	N	E	I	S	R	I	R	O	E	H	A	L	O	T	T	E	U	
U	G	S	T	O	G	E	L	L	E	R	C	E	E	S	T	R	N	A	T	E	H	A	L	O	T	T	B	
H	U	L	L	H	E	R	R	E	C	S	B	V	T	S	R	N	A	T	E	H	A	L	O	T	T	B	D	
A	N	E	E	A	C	A	E	R	W	A	N	R	E	G	E	L	E	D	O	M	A	R	S	L	O	R	B	
L	T	H	P	E	M	S	O	N	O	F	S	A	I	R	P	N	I	L	D	C	O	A	R	L	C	A	L	
I	F	O	O	S	L	T	T	Y	O	I	S	H	O	R	E	S	I	S	O	L	D	H	A	M	N	I	H	
A	R	L	N	L	E	T	O	R	P	A	T	O	D	V	E	S	J	D	D	O	N	S	F	I	E	L	D	
X	P	U	L	W	R	S	K	K	R	W	O	L	V	G	I	W	N	H	M	A	N	S	F	I	E	L	D	
E	E	T	O	A	M	C	R	U	E	A	N	A	G	I	W	N	H	M	A	N	S	F	I	E	L	D	K	R

P
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Commodore 64



VIC-20



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Software Projects Spectrum (1)
- 2 **Jack and the Beanstalk**
Thor Spectrum (2)
- 3 **Fighter Pilot**
Digital Integration Spectrum (5)
- 4 **Psytron**
Beyond Spectrum (-)
- 5 **Blue Thunder**
Richard Wilcox Spectrum (-)
- 6 **Trashman**
New Generation Spectrum (8)
- 7 **Space Pilot**
Anirog CBM 64 (3)
- 8 **Cosmic Cruiser**
Imagine Spectrum (-)
- 9 **Beach-Head**
Access CBM 64 (-)
- 10 **Moon Alert**
Ocean Spectrum (-)

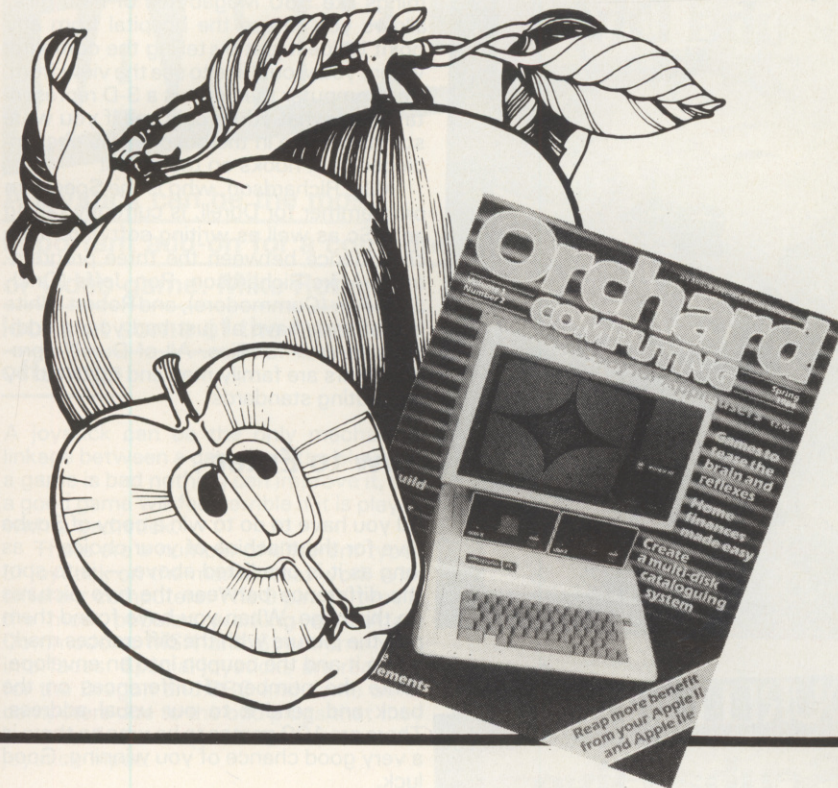
NON-ARCADE

- 1 **Mugsy**
Melbourne House Spectrum (8)
- 2 **Flight Path 737**
Anirog Spectrum (8)
- 3 **Fall of Rome**
APS CBM 64 (3)
- 4 **Test Match**
CRL Spectrum (1)
- 5 **Twin Kingdom Valley**
Bug Byte Spectrum (4)
- 6 **The Hobbit**
Melbourne House CBM 64 (6)
- 7 **Colossus Chess**
CDS CBM 64 (-)
- 8 **Golf**
Abrasco Spectrum (5)
- 9 **Flight Simulation**
Psion Spectrum (-)
- 10 **Colossus Chess**
CDS Spectrum (-)

CBM 64 (-)

This chart is compiled for the week ending June 1st, 1984.

At last, a magazine that gets to the core of it.



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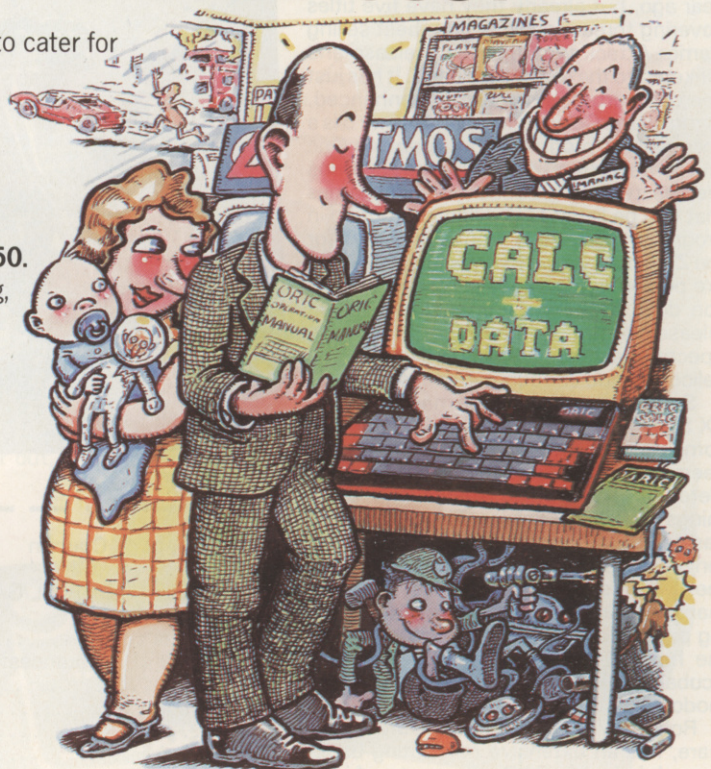
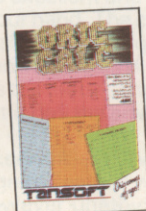
Tansoft produce a wealth of business and utility software to cater for every interest. The 'not so' games-minded people may be coming to grips with:-

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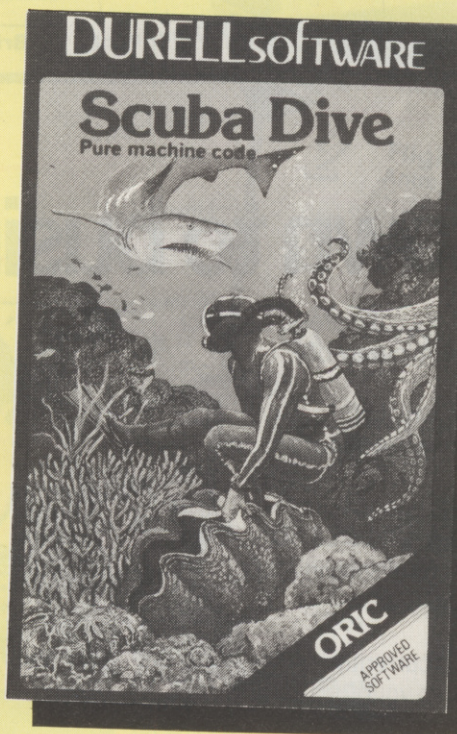
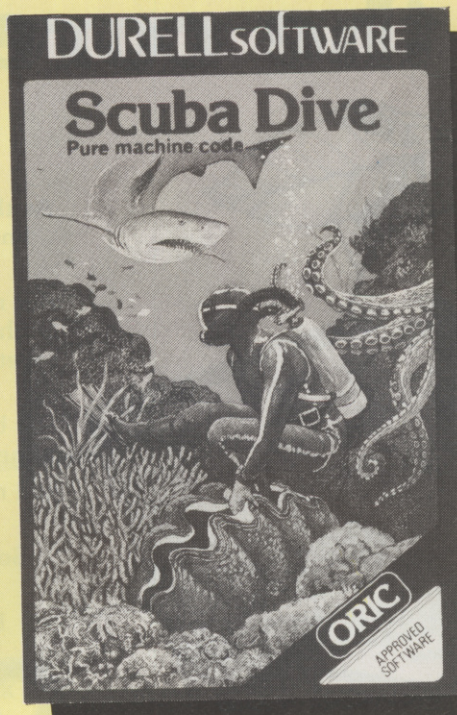


TANSOFT

COMPETITION

COMPETITION

Win some Durell Software



Dive to the depths of the Pacific in Durell's Scuba Dive program for the ZX Spectrum, Oric 1 16K or 48K, and the Commodore 64. We are giving away 100 copies of this amazing graphics program for the machine of your choice, as long as it is one of the above machines, to the first 100 correct entries pulled out of the hat — we have a very big hat.

Durell Software was formed just over a year ago, but already they have five titles covering three machines. The best selling Harrier Attack was their first release and rocketed to the top of the charts. It has just been converted, and very much enhanced, to run on the Commodore 64. Galaxy 5 is a collection of programs to run on the Oric and contains three machine code games as well as two GOOD basic arcade games that can be listed to provide instruction in programming. Jungle Trouble is a game for the ZX Spectrum where you play a Tarzan like person doing things a Tarzan like person does. Combat Lynx is shortly to be released on the Commodore 64 and ZX Spectrum and has the player flying a Lynx helicopter and shooting up tanks.

Scuba dive is on all three machines. The ZX Spectrum version runs in 48K and has some of the best graphics that have ever been seen on the Spectrum. It comes complete with rampaging sharks and other things that are not so nice. The Oric version has been compressed into 16K and so will run on any Oric or Atmos. The idea behind the game is to swim through the submarine world of the Pacific ocean collecting pearls from oysters, complete with all the hazards that scuba diving involves. Scuba dive is also available for the Commodore 64.

Robert White, founder of Durell Software, has an extensive computing background being a CAD (Computer Aided Design) specialist who has, amongst other

things, designed a three-dimensional computer model of the Milton Keynes District General Hospital. This model, on a dedicated graphics computer costing many thousand of pounds and having things like 580 Megabytes of hard disk, allows you to see the hospital from any point inside it just by telling the computer where you would like to see the view from. The computer then draws a 3-D representation of what you would see if you were standing there in the hospital. He even included coat hooks on the doors!

Mike Richardson, who is the Spectrum programmer for Durell, is currently taking an MSc as well as writing software. One coincidence between the three programmers, Mike Richardson, Ron Jeffs (Oric), John Parr (Commodore), and Robert White is that they have all just had young additions to their families. All of Durell's programmers are family men and quite old by computing standards.

How to Enter

All you have to do to win a copy of Scuba dive for the machine of your choice — as long as it is one listed above — is to spot the difference between the two pictures on this page. When you have found them pop the picture with the differences marked on it and the coupon into an envelope. Write the number of differences on the back and send it to our usual address. There are 100 games to be won so there is a very good chance of you winning. Good luck.

Competition Rules

1. This competition is open to all UK readers of *Games Computing*, except employees of Argus Specialist Publications Ltd, their printers and distributors, employees of Durell Software or anyone connected with them.
2. As long as the correct coupon is used for each entry there is no limit to the number of entries per person, photocopies will not be accepted.
3. All entries must be postmarked before 30th June
4. The prizes will be awarded to the first 100 entries judged to be correct by the editor.
5. No correspondence will be entered into with regard to the competition results and it is a condition of entry that the editor's decision is final.
6. The winners will be notified by post and the results will be published in a future issue of *Games Computing*.

Competition Coupon

Address to: DURELL/GAMES COMPUTING COMPETITION

Machine type:
 Number of Differences:
 Name: Age:
 Address:

 Tel:

JOYSTICK JAMBOREE

A joystick can be the most important add-on for a computer or video game. Mike Roberts looks at some of the latest offerings.

A joystick can be the only mechanical linkage between a game and the player. If a game is bad nothing can improve it, but a good game will feel terrible if it is played with a bad stick.

There are a number of different types of joystick on the market that work with different computers. The 9 pin 'D' type is the most popular, working with Atari, Commodore, MSX and Spectrums with interfaces. Special joysticks are required for the Dragon and BBC and some other computers due to the odd plugs that they have and the way that they use the joystick input.

QUICKSHOT II

Made by: Spectravideo
Compatible with: 9 pin D
Price: £12.95

The Spectravideo Quickshot I joystick was one of the best sellers of last year due to its excellent design, having a fire button on top, and suckers for stability underneath. The Quickshot II goes further than this with the addition of a trigger fire button, a new style of grip and base, and an auto-fire facility.

The auto-fire facility is selected by setting a slider switch to the on position. From this point whenever you press the fire button it will be as if you were pressing the fire button on and off very quickly, giving you a machine-gun effect even on games that don't have it. The results with this feature are startling and enable you to get fantastically high scores on some games, although it is rather unsporting. Playing Defender on the Commodore 64 with one of these sticks was like using a shotgun, everything in front of the ship just disintegrates!

The feel of the stick is excellent and the shape is moulded to fit your hand. The construction uses the metal pad technique, similar to the original Atari stick. This is not nearly so hard wearing as the metal plate or micro-switch system but it has the advantage of price.

Overall this is an excellent unit, well designed and having a great feature with the auto-fire switch (however unethical). This is the sort of stick I would use for shoot-'em-up games. Its streamlined

design makes it very unsuitable for maze type games, but otherwise I was very pleased with it.

Spectravideo, 165 Garth Road, Morden, Surrey.

STARFIGHTER

Made by: Suncom
Compatible with: 9 pin D
Price: £13.95

The Suncom starfighter is very small for a joystick, having a shaft only a couple of inches long and a very small base. This means that it can be held in the palm of your hand very easily and the rounded corners don't bite into you.

The action of the joystick is very positive and feed-back is excellent. The mechanism is similar to the TAC-2 joystick having four metal plates surrounding a metal shaft, so when you move the stick all it has to do is touch against a metal plate, no pads to wear out, and no switches to break.



JOYSTICK JAMBOREE

There is a single, small, fire button. This feels inadequate for its allotted task, and I would have preferred something a little larger.

Overall my feelings for this product are good. This is a budget priced TAC-2 (TAC-2s cost about £20) having a similar mechanism with a different shell and control stick. This device should last a long time with its steel innards unlike some of the more low quality ones.

There is also a version of this stick for the Apple costing £39.95 for use in the analog ports. It operates with pots instead of touch plates and has a lot of adjusting knobs on it to centre the stick and alter the "throw".

Consumer Electronics, Failsworth, Manchester, M35 0HS.

QUICKSHOT III

Made by: Spectravideo
Compatible with: CBS
Colecovision/Adam
Price: £15.42

The Spectravideo Quickshot III is an attempt to fill the gap created by the Colecovision's awful joysticks. Colecovision joysticks are awkward to use and are unresponsive by reputation. They use an extended form on the 9 pin D connector, this means that normal joysticks will plug in and will work, but the Colecovision joysticks have two fire buttons and a 12 key numeric key pad instead of a normal fire button.

Many games use these extra features of the Colecovision joystick to good effect. This makes playing with the normal joysticks almost impossible, except for the latest games from CBS that see the necessity of using a better stick with only one fire button, and the numeric pad being used on the remaining Colecovision joystick.

The Quickshot III remedies most of the faults of the Colecovision joystick because it is a 'full grip' type of stick with a thumb and a trigger button on the stick. These two buttons function as the left and right fire buttons on the Colecovision stick. The two buttons are duplicated, and suitably colour coded, on the main base which also houses the familiar 12 button numeric key pad.

The functions of the two buttons cannot be switched between, so (as in Buck Rogers Planet of Doom) if the thruster happens to be on the trigger and the fire on the thumb button it's hard luck. The stick itself is too thin for my liking and is a radical departure from the Quickshot I and II as these sticks are quite comfortable to hold.

All said and done this has to be a good joystick due to there being no competition. The Colecovision stick is not very useful and this is a lot better, although it is quite a long way behind the other Spectravideo products — I would have preferred a modified Quickshot I or II. This joystick is quite expensive and the high price may not

justify the advance over the original Colecovision joystick.

Spectravideo, 165 Garth Rd, Morden, Surrey.

Super Controllers

Made by: CBS
Compatible with: CBS Colecovision, Adam
Price: £49.95 (pair)

The Colecovision Super Controllers are probably the most advanced, complicated (and expensive) joysticks on the market.

The units themselves resemble the hilt of a sword with a stocky grip that has four fire buttons, one for each finger, and the short shaft protruding above the top of the grip that has a 12 button key pad and a control knob similar to a paddle controller. A guard completes the picture by going from the top of the unit to under the grip. A grip extender has been provided that makes the handle larger for bigger hands, although I found the standard grip comfortable.

The joysticks come complete with a cartridge to play the game of base ball. This was obviously intended for the American market and the game goes into some detail making it hard to understand.

Normal games can be played using the Super Controllers although as they're not designed for them operation is a bit odd. Other games are in the pipeline for the joysticks including *Rocky* and *Frontline*. *Rocky* is a boxing game based on the successful film series.

Another specialised add-on for the Colecovision from CBS and following the example set by their other peripherals, this one should have good software available for it very shortly.

CBS Electronics, Headley Rd East, Woodley, Berks.

DELTA 14B

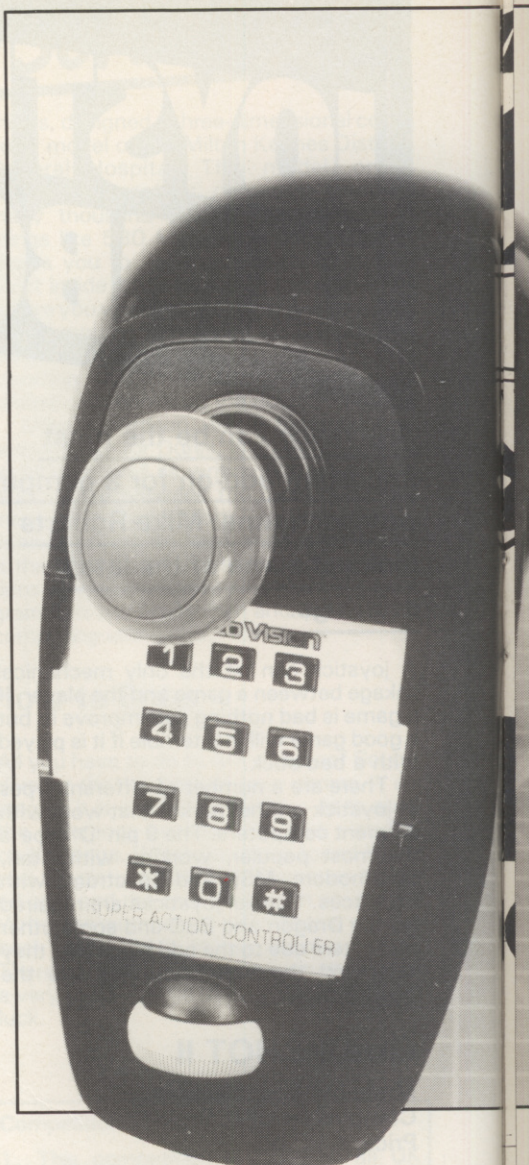
Made by: Voltmace
Compatible with: BBC
Price: £14.95 (joystick), £14.95 (adaptor box), £5.95 (driver cassette)

This is more of a complete system than a single joystick. The joystick follows the same pattern as the Delta 3B with the addition of 11 buttons on a keypad on the base, and only a single joystick. These buttons can be used for extra functions that need more than a fire button (ever wanted hyperspace and bomb as well as fire without resorting to keyboard control?).

To use the extra buttons to the full a Delta 14B/1 is needed. This adaptor box plugs into the analog port and the user port and provides two joystick sockets that can take extra keypads similar to the joystick but without the stick. This enables the buttons to be read through the analog ports.

The final extra to complete the system is the Delta 14 joystick driver. This is a tape that allows non-joystick games to be used with joysticks and keypad, programming each movement of the stick and each button to mimic a keyboard operation.

The Delta 14B comes with copious notes, example programs, details on programming, and circuit diagrams. The software has full details on how to copy it to



disk and make backup copies. In all, this has got to be one of the best joystick systems for the BBC owner, due to its ability to drive almost any game from the joystick.

Two overlays come with the joystick on which to write the functions of each button. Extra overlays are available at 35p a pair.

Voltmace Ltd, Park Drive, Baldock, Herts, SG7 6EW.

Delta 3S, 3D, 3B

Made by: Voltmace
Compatible with: 9 pin D, Dragon, BBC
Price: £10.00 (3S,3D), £19.95 (3B pair)

Voltmace have a range of joysticks with similar constructions and external design but with differing insides, making them suitable for different computers.

The base is a thin long wedge shape having three fire buttons that are linked together for right or left handed operation (what the third central button is for we can only guess!). The buttons are very small but responsive.

In all versions the internal construction is the same using potentiometers (even in the 'switched' 9 pin D version).

The shaft is sprung and will return to



COMPETITION PRO 1000/3000

Made by: Kempston
Microelectronics

Compatible with: 9 pin D

Price: £10.99 (1000), £12.75 (3000)

Kempston Microelectronics, after the success of their Competition Pro 5000 joystick for the ZX Spectrum and accompanying interface have released two new sticks, the Competition Pro 1000 and 3000.

The only difference between the two models is the actual shaft of the stick. The Competition Pro 1000 has a squat base with a large curved fire button on the front and a rather strange controller shaft that is a lot wider at the top than at the bottom. The Competition Pro 3000 differs by having a crude pistol grip type of shaft with a tiny trigger and thumb button.

Kempston Microelectronics, Unit 30, Singer Way, Woburn Road Industrial Estate, Kempston, Bedford MK42 7AF.

PRO-ACE

Made by: Sumlock

Compatible with: 9 pin D

Price: £12.95

The Pro Ace is Sumlock's entry into hardware. Sumlock are a company more used to producing software under their Livewire name.

The Pro Ace joystick appears rather top heavy, having a very long shaft with a button on top and a flat button on the unproportionally small-looking base. Although looking rather odd the stick is very sturdy and has an extremely solid feel, a feel that is spoiled by the fire button having a very soft spring that severely reduces its feedback making the top button all but unusable.

The shaft has a steel bar running down the middle which should make it last a long time. One of the things that wear out first in Atari sticks is their plastic shaft.

Sumlock Microwave, 198 Deansgate, Manchester, M3 3NE.

Triga-Command II

Made by: Datel

Compatible with: 9 pin D

Price: £9.95

This is a very 'chunky' joystick with a huge base and a large curved shaft with a single trigger fire button. The base is very large and firm and has rubber feet to stop it slipping. Double sided suction cups are provided to stick it down, but they didn't work very well.

Action is very positive and the fire button has a good spring, perhaps too good. The grip is curved in a very odd looking shape with a very spikey textured handle.

Response is quite good and there is a rubber ring around the area that the shaft joins the base to facilitate good movement from the shaft.

The shaft is constructed from high tensile nylon so it is uncertain how long it will last in the hands of your average games player. The switch contacts are of the Atari collapsible dome type that seem to wear out after a year or so but give good tactile feedback.

Datel, Unit 8, Dewsbury Rd, Fenton Industrial Estate, Stoke-on-Trent.

the centre if released. The BBC version comes as a pair, both joysticks are attached to the same plug in the fashion of Acorn joysticks. The Dragon and 9 pin D versions both have their own plugs.

These joysticks are reasonably good with a fair price tag. They have a good feel, and have a self-centring action. Wiring up pots for a switch joystick is certainly novel and makes control very different to a normal stick. The addition of rubber pads would be useful as the base slides around a lot on a flat surface, the flat base is comfortable to rest your hand on, and if it wasn't for it sliding around this would be a good added feature.

Voltmace, Park Drive, Baldock, Herts.

STRIKE COMMANDER

Made by: Consumer Electronics

Compatible with: BBC/Dragon

Price: £18.95 (pair)

As Dragon and BBC users will know the official joysticks for their machines are less than useful.

Strike Commander joysticks, however, are really very good. They are fully proportional, self centring, pot joysticks. The base is a bit square looking but has good rounded edges and two fire buttons, one on the side and one on the front. The shafts are made of steel and have a small knob at the top. Releasing the shaft causes it to spring back into the centre point again.

This makes playing games a lot more interesting as the control is more like a normal switch joystick but with the advantages that analog control gives.

The BBC version comes as a pair of sticks joined to a plug that will fit the analog port on the back of the BBC 'B' or an 'A' with the A to D converter fitted. The Dragon version comes as a separate pair with their own plugs.

These joysticks are a must for any discerning BBC or Dragon owner.

Consumer Electronics, Failsworth, Manchester M35 0HS.



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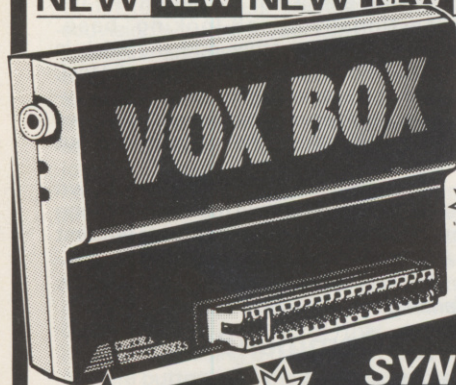
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MOLE MAN

**RUNS ON
SPECTRUM
48K**

The aim of this fun game is to find the main lair of the moles and to gas the vermin. The moles run straight for your food store, but you can squash them as you approach. Be careful not to fall down the wrong holes or to touch the electrified fence as you will lose a life.

If your food supply runs out the game finishes, as it does if you run out of lives.

You score 10 points for every mole you squash and 1000 points for the lair.

Movement is with the 5,6,7,8 keys with 0 being the squash key. The moles are gassed with the G key.

But remember, don't you go around trying to kill real live moles or any other vermin for that matter. There are trained specialists who do that job, not you.

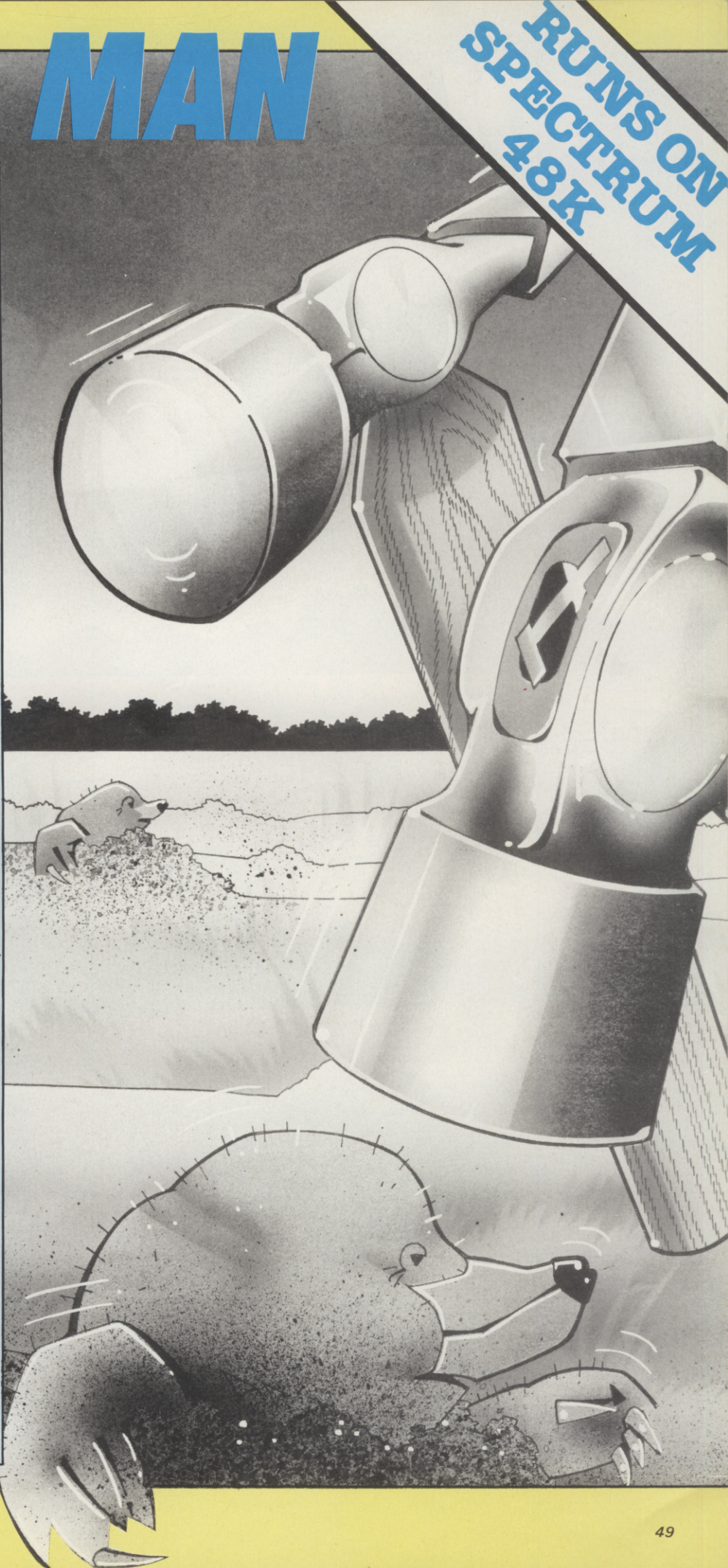
RUNdown

Line	Action
10-20	Subroutine for graphics and information.
30-220	Set variables and clear screen.
250-560	Print main screen.
570-580	Random positions of dangerous mole holes.
600	Position of mole lair.
640-650	Start position of man.
660-700	On screen information.
1650-1660	Start positions of mole and hole.
2000-2030	Food display.
2100	Print dangerous mole holes.
2470	Print mole lair.
2480-2490	Move mole.
3010-3045	Move man.
3090-3110	Attributes for other screens.
3500-3570	Routine for wrong mole holes.
3600-3650	Routine for end of food.
4000-4250	Routine for mole lair.
4300-4500	Routine for electrocution.
6500-6999	Subroutine for instructions.
7000-7640	Subroutine to define graphics.

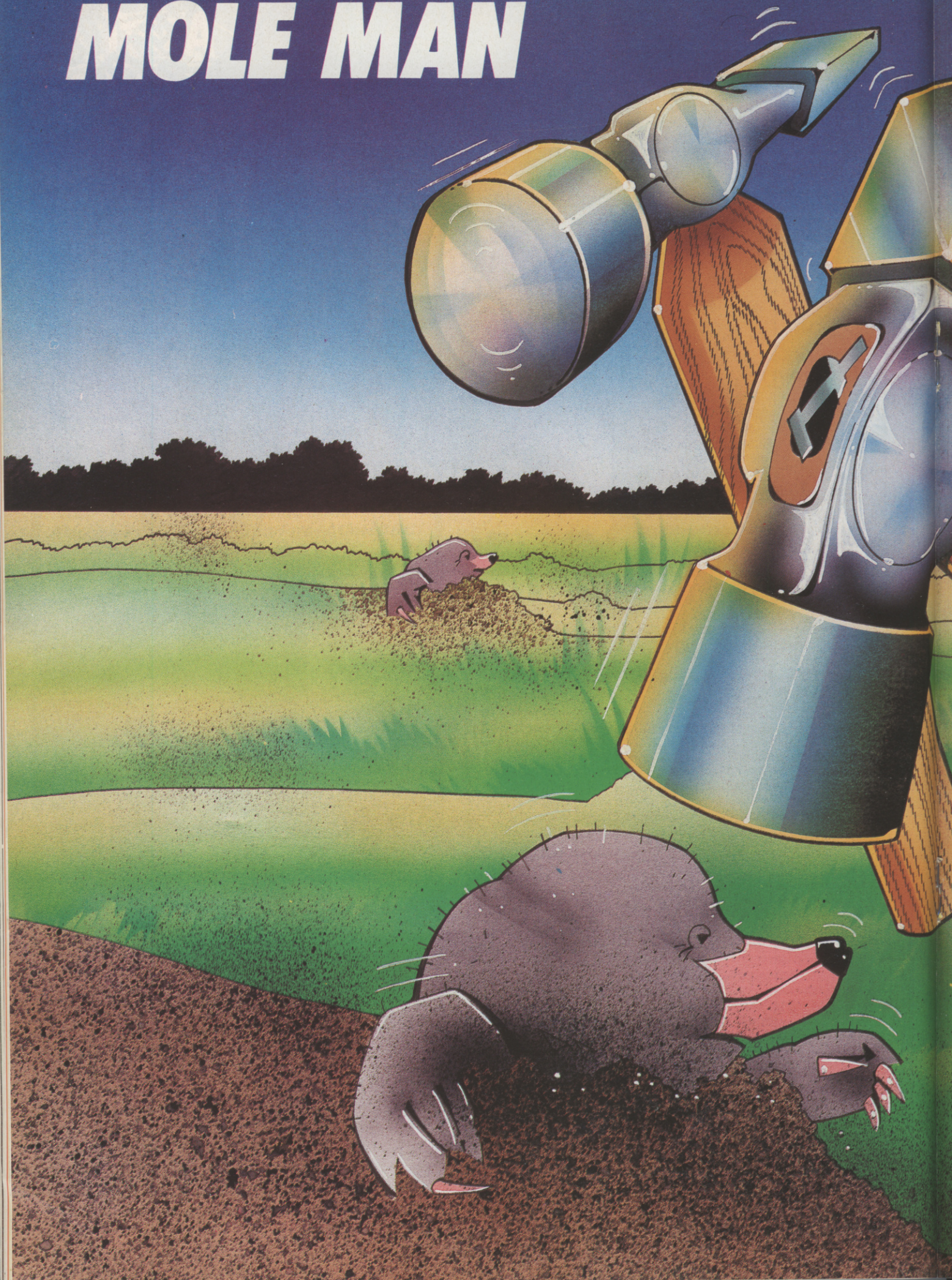
User defined graphics are a,b,c,d,e,g,h,i,j,k,l,n and are represented in the listing by an underlined letter.

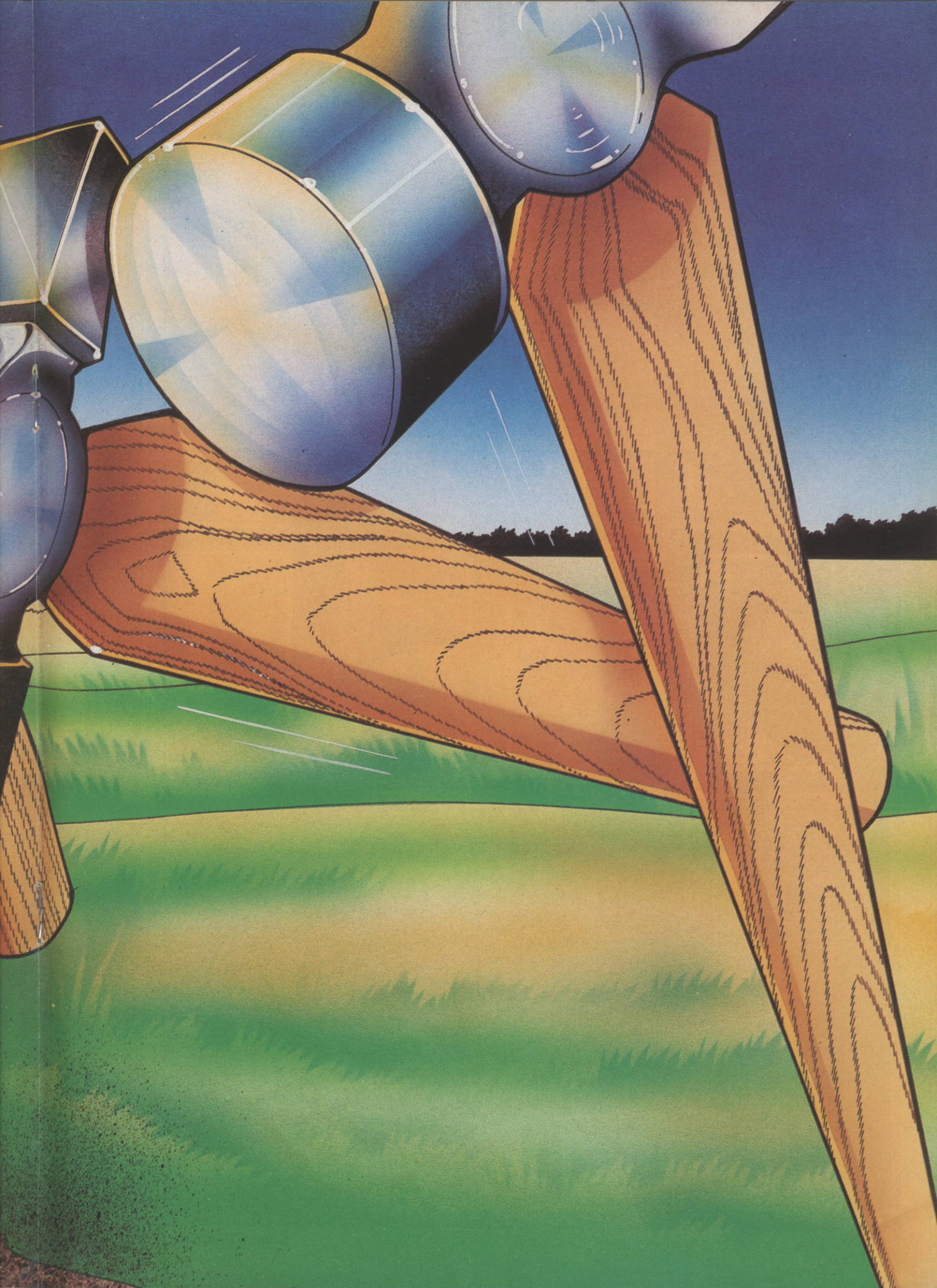
Variables Used

W,Q	Food line.
aa,ab,ac	
ad,ae	X positions of dangerous mole holes.
ba,bb,bc	
bd,be	Y positions of dangerous mole holes.
a,b	X,Y position of mole lair.
mx,my	Position for start of mole.
x,y	Position of start of man.
hi	Hi-score.
s	Score.
men	Number of men left.



MOLE MAN






```

1 REM ***** MOLE MAN *****
2 REM Graphics: A = , B = , C = , D = , E = , G = , H = , I = , J = , K = , L = , N
10 GO SUB 6500
20 GO SUB 7000
30 LET hi=0
40 LET w=1: LET q=1
50 CLS
210 LET men=5
220 LET s=0
230 LET t$=""
240 REM t$=GI : s$=KL
250 PAPER 4: BORDER 5: FLASH 0: CLS
500 LET n$="" : REM 32 squares
510 FOR t=2 TO 21
520 PRINT INK 6:AT t,1;"":AT t,31;" "
530 NEXT t
540 PRINT INK 6:AT 2,0:n$;AT 21,0:n$
550 PRINT INK 0:AT 0,0:n$;AT 1,0:n$
555 PRINT INK 4:AT 0,5;" " : REM 25 squares
560 PRINT INVERSE 1: INK 0:AT 0,0;"F";AT 9,0;"O";AT 10,0;"O";AT 11,0;"D";AT 13,0;"S";AT 14,0;"T";AT 15,0;"O";AT 16,0;"R";AT 17,0;"E"
570 LET aa=(RND*17)+3: LET ab=(RND*17)+3: LET ac=(RND*17)+3: LET ad=(RND*17)+3:
LET ae=(RND*17)+3
580 LET ba=(RND*28)+2: LET bb=(RND*28)+2: LET bc=(RND*28)+2: LET bd=(RND*28)+2:
LET be=(RND*28)+2
600 LET a=INT (RND*17)+3: LET b=INT (RND*20+5)
640 LET x=10: LET y=15
650 PRINT INK 2:AT x,y;" "
660 PRINT INVERSE 1: INK 0:AT 0,0;"FOOD:"
680 PRINT INVERSE 1: INK 0:AT 1,0;"SCORE:";s
690 PRINT INVERSE 1: INK 0:AT 1,24;"MEN:";men
700 PRINT INVERSE 1: INK 0:AT 1,12;"HI:";hi
1650 LET mx=(RND*17)+3: LET my=(RND*28)+1
1655 PRINT INK 1:AT mx,my+1;" "
1660 PRINT INK 0:AT mx,my;" "
2000 LET w=w+1
2010 IF q=w/10 THEN LET q=q+1
2020 PRINT INK 0:AT 0,30-q;" "
2030 IF q=25 THEN GO TO 3600
2050 IF x=3 OR x=21 OR y=1 OR y=31 THEN GO TO 4300
2100 PRINT INK 1:AT aa,ba;"":AT ab,bb;"":AT ac,bc;"":AT ad,bd;"":AT ae,be;" "
2470 PRINT INK 1:AT a,b;" "

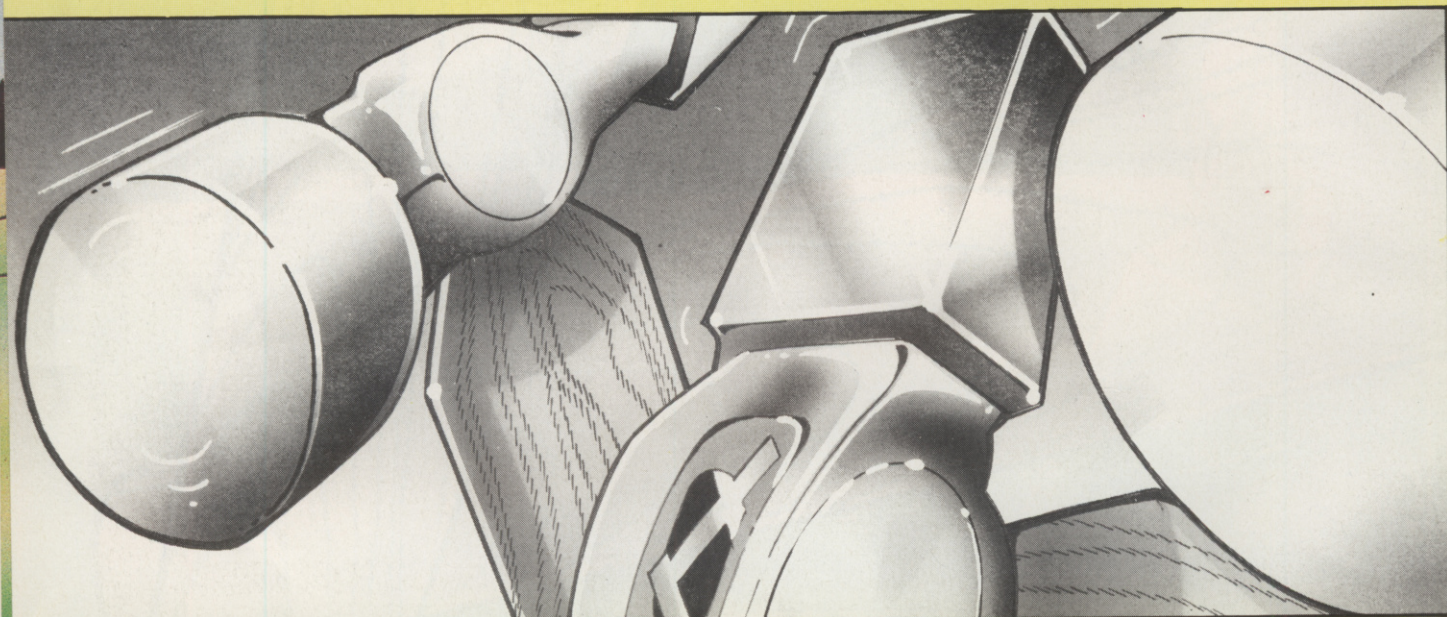
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MOLE MAN

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3630 PRINT AT 15,1;"IF SO PRESS y"
3635 LET w=1
3640 IF INKEY$(">y") THEN GO TO 3640
3650 GO TO 30
4000 PAPER 0: BORDER 0: CLS
4010 FOR i=1 TO 14
4020 PRINT INK 6:AT i,14;" " : BEEP .02,60-i*2
4030 NEXT i
4040 PRINT INK 6:AT 15,13;" " : BEEP .02,i-6
4050 PRINT INK 6:AT 16,12;" " : BEEP .02,i-8
4060 PRINT INK 6:AT 17,11;" " : BEEP .02,i-10
4070 PRINT INK 6:AT 18,10;" " : BEEP .02,i-12
4080 PRINT INK 6:AT 19,9;" " : BEEP .02,i-14
4090 PRINT INK 6:AT 20,8;" " : BEEP .02,i-16
4100 PRINT PAPER 6: INK 0:AT 21,7;" " : BEEP .02,i-18
4110 IF INKEY$(">q") THEN GO TO 4110
4120 FOR i=0 TO 10
4130 PRINT INVERSE 1: INK 6:AT 20,15;t$; BEEP .02,30+i
4140 PRINT INVERSE 1: INK 6:AT 20,15;s$; BEEP .02,40+i
4150 NEXT i
4170 PRINT PAPER 6: INK 0:AT 21,7;" " : PAUSE 200
4175 LET q=1: PAUSE 100
4180 LET s=s+1000: BORDER 3: PAPER 6: CLS
4190 PRINT INVERSE 1:AT 5,11;"WELL DONE"
4200 PRINT INVERSE 1: INK 2:AT 7,3;"YOUR FOOD STORE IS SECURE"
4210 IF s>hi THEN PRINT AT 11,1;"You have the highest score""so far"; s
4215 IF s>hi THEN LET hi=s
4220 PRINT AT 15,1;"Would you like another go";AT 17,1;"PRESS y FOR YES";AT 18,1;"PRESS n FOR NO"
4230 IF INKEY$="" THEN GO TO 4230
4240 IF INKEY$="y" THEN GO TO 200
4250 IF INKEY$="n" THEN CLS
4260 PRINT INVERSE 1: INK 4:AT 15,4;"SEE YOU AGAIN SOMETIME": PAUSE 500: STOP
4300 BORDER 6: PAPER 6: FLASH 1: CLS
4310 PRINT INVERSE 1: FLASH 1:AT 5,1;"YOU HAVE ELETROCUTED YOUR SELF";AT 10,10;"LOSE A LIFE"
4450 FOR f=1 TO 10
4460 FOR i=40 TO 50
4470 BEEP .01,i
4480 NEXT i
4490 NEXT f
4495 LET men=men-1
4500 IF men=0 THEN GO TO 3300
4510 LET w=1: LET p=1
4900 GO TO 250
6500 BORDER 1: PAPER 0: CLS
6510 PRINT PAPER 5: FLASH 1: INK 3:AT 5,12;"MOLE MAN"

```



```

2480 LET my=my-1: PRINT INK 0:AT mx,my;"":AT mx,my+1;" "
2490 IF my<2 THEN LET my=21: PRINT AT mx,my+1;"": INK 6:AT mx,my-1;"": GO TO 1
6
50
2999 LET p$=""
3010 IF INKEY$="5" OR IN 31=2 THEN LET y=y-1: PRINT INK 2:AT x,y;"": INK 0:AT
x-1,y;"":AT x,y+1;"":AT x-1,y+1;"": BEEP .01,0: BEEP .01,10
3020 IF INKEY$="6" OR IN 31=4 THEN LET x=x+1: PRINT INK 2:AT x,y;"": INK 0:AT
x-1,y;"":AT x-2,y;"": BEEP .01,0: BEEP .01,10
3030 IF INKEY$="7" OR IN 31=8 THEN LET x=x-1: PRINT INK 2:AT x,y;"": INK 0:AT
x-1,y;"":AT x+1,y;"": BEEP .01,0: BEEP .01,10
3040 IF INKEY$="8" OR IN 31=1 THEN LET y=y+1: PRINT INK 2:AT x,y;"": INK 0:AT
x-1,y;"":AT x,y-1;"":AT x-1,y-1;"": BEEP .01,0: BEEP .01,10
3045 IF INKEY$="0" OR IN 31=16 THEN PRINT INK 3:AT x,y;p$;AT x-1,y;"": BEEP .
2,-20: PRINT AT x,y+1;" "
3090 IF ATTR (aa,ba)=34 OR ATTR (ab,bb)=34 OR ATTR (ac,bc)=34 OR ATTR (ad,bd)=34
OR ATTR (ae,be)=34 THEN GO TO 3500
3100 IF ATTR (mx,my-1)=35 THEN PRINT AT mx,my;"": BEEP .02,-20: BEEP .02,-10:
LET s=s+10: PRINT AT 1,6;s GO TO 650
3110 IF ATTR (a,b)=34 THEN GO TO 4000
3200 GO TO 2000
3300 BORDER 5: PAPER 5: CLS
3310 PRINT INVERSE 1: FLASH 1: INK 3:AT 5,9;"THE MOLES WIN"
3320 PRINT INVERSE 1: INK 3:AT 8,4;"YOU HAVE RUN OUT OF MEN"
3330 PRINT INK 0:AT 20,1;"Press y to play again"
3335 BEEP .5,0: BEEP .5,0: BEEP .5,-8: BEEP .5,-16: BEEP 1,-20: BEEP 1,-12: BEEP
1,-20
3340 IF INKEY$(">y") THEN GO TO 3340
3350 GO TO 30
3500 FOR i=0 TO 10
3510 BEEP .01,50-i*5
3520 NEXT i
3530 BEEP .5,-30
3540 BORDER 0: PAPER 0: CLS
3550 PRINT INVERSE 1: INK 6:AT 5,0;"SORRY WRONG HOLE";AT 10,10;"LOSE A LIFE"
3560 PAUSE 100: LET men=men-1: LET w=1: LET q=1
3565 IF men=0 THEN GO TO 3300
3570 CLS
3590 CLS : GO TO 250
3600 BORDER 0: PAPER 5: CLS
3610 PRINT INVERSE 1: INK 0:AT 5,11;"HARD LUCK";AT 7,1;"THE MOLES HAVE EATEN YO
UR FOOD"
3620 PRINT INVERSE 1: INK 0:AT 10,4;"WOULD YOU LIKE ANOTHER";AT 12,9;"BASH AT T
HEM"

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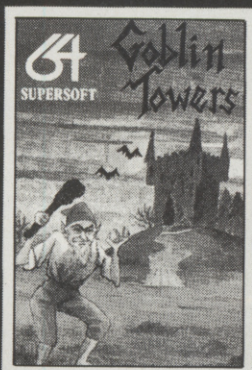
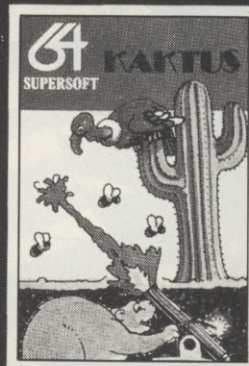
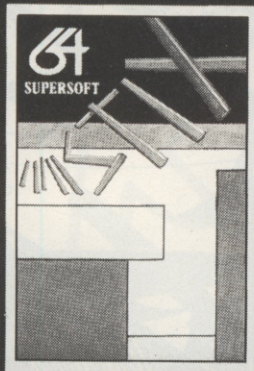
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6520 PAUSE 250: CLS
6530 PRINT INVERSE 1: INK 5:AT 5,5;"USE 5 TO MOVE LEFT"
6540 PRINT INVERSE 1: INK 5:AT 7,5;"USE 6 TO MOVE DOWN"
6550 PRINT INVERSE 1: INK 5:AT 9,5;"USE 7 TO MOVE UP"
6560 PRINT INVERSE 1: INK 5:AT 11,5;"USE 8 TO MOVE RIGHT"
6570 PRINT INVERSE 1: INK 5:AT 13,5;"USE 0 TO HIT "
6580 PRINT INVERSE 1: INK 5:AT 15,5;"OR USE KEMPSTON JOYSTICK"
6590 PRINT INVERSE 1: FLASH 1: INK 5:AT 20,3;"PRESS ANY KEY TO CONTINUE"
6600 IF INKEY$="" THEN GO TO 6600
6605 CLS
6610 PRINT INK 6:AT 0,3;"There is at present a severe famine for the animal pop
ulation. This has made all animals desperate in their struggle for survival
." "You have erected an electrified fence to keep out larger animals, but the mol
es keep tunnelling under. " "You can squash them with your shovel, but to eradi
cate them completely you have to find their lair and gas them"
6620 PRINT INVERSE 1: FLASH 1: INK 5:AT 20,3;"PRESS ANY KEY TO CONTINUE"
6630 IF INKEY$="" THEN GO TO 6630
6999 RETURN
7000 RESTORE 7000
7005 FOR l=0 TO 7
7010 READ A: READ B: READ C: READ D: READ E
7020 POKE USR " "+a
7030 POKE USR " "+b
7040 POKE USR " "+c
7050 POKE USR " "+d
7060 POKE USR " "+e
7080 NEXT l
7100 DATA 50,76,0,0,0,74,82,0,0,0,50,76,7,224,128,62,124,7,224,128,48,12,7,224,6
4,40,24,2,64,48,68,34,2,64,28,132,33,2,64,62
7500 RESTORE 7500
7505 DATA 24,0,0,0,126,0,0,126,0,0,255,102,124,255,255,190,126,255,255,126,125,255
,24,62,102
7510 FOR t=0 TO 7
7540 READ h: POKE USR " "+t,h
7545 READ j: POKE USR " "+t,j
7550 READ n: POKE USR " "+t,n
7555 NEXT t
7560 RESTORE 7560
7570 FOR t=0 TO 7
7580 READ g: POKE USR " "+t,g
7590 READ i: POKE USR " "+t,i
7600 READ k: POKE USR " "+t,k
7610 READ l: POKE USR " "+t,l
7620 NEXT t
7630 DATA 73,40,36,128,34,136,89,84,154,80,133,136,69,172,34,64,130,128,1,4,2,4,
129,0,1,0,2,0,3,0,2,0
7640 RETURN

```


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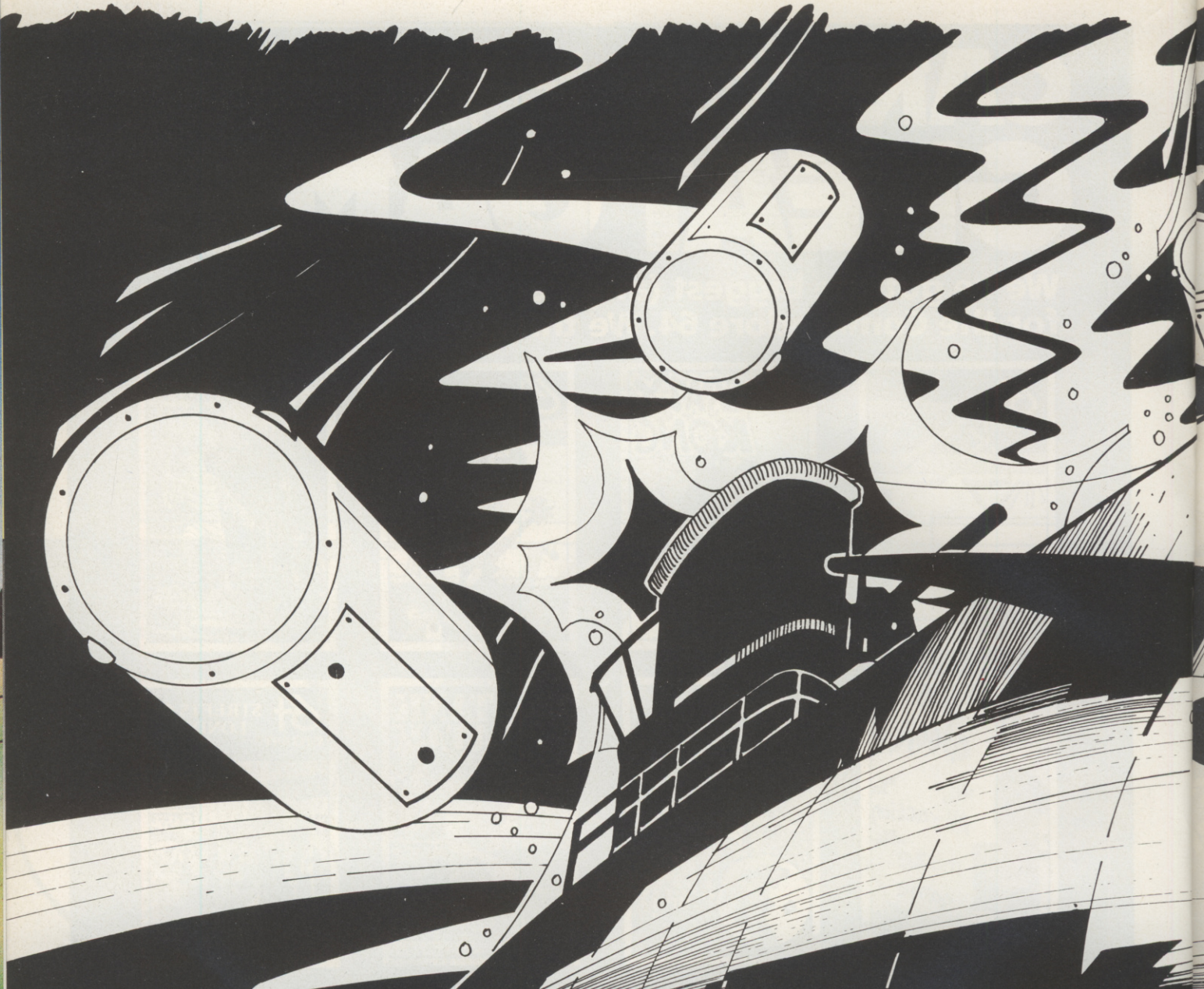
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Sub Hunt, for any Atari computer, features full player/missile graphics and UDGs. You play the part of the ship's captain in pursuit of some submarines that have been harrasing your own ships. The wolf pack contains 20 subs, you have only 45 depthcharges left to wipe them out with.

Control is from a joystick, moving it backwards or forwards increases or decreases velocity. Pressing 'fire' (surprise, surprise) drops a depthcharge.

RUNdown

Line
92-100

110-130
150-165

185-265

Action

Sets up screen and reset variables.

update PMG X position. Check if the PMGs are moving off screen, if so reset them.

Fire routine for dep-

270-310

400-490

2000-3000

3020-3120

5001

thcharges. Also PEEKs 53253 and 53254 to detect a collision.

Update variables.

End game routine.

Sets up characters, PMGs etc.

Title screen.

DATA for number of shots per game.

**RUNS ON
ATARI**

HUNTER KILLER

Variables Used

DL	Start of display list.
C	Amount of subs left to hit.
X	X position of destroyer.
L	X position of the middle sub.
A	X position of lower sub.
S	Current speed of destroyer.
R	Column for depthcharge.
I	Row for depthcharge (in loop).
SC	Current score.
HI	Current Hi-Score.
RA	Start of RAM.
CH	Location of new characters.

Conversion Clues

Redefined Characters.

- ! Becomes a depthcharge.
- # Becomes a wave.

Player Missile Graphics

There are three P/M graphics used. The two submarines and the destroyer. They are quite large in the game as I have made them four times their normal size. PMGs make it easier to detect collisions as each P/M has its own independent collision detection register.

Due to the PMGs, conversion to other machines is quite difficult. However here are some relevant locations and a brief description.

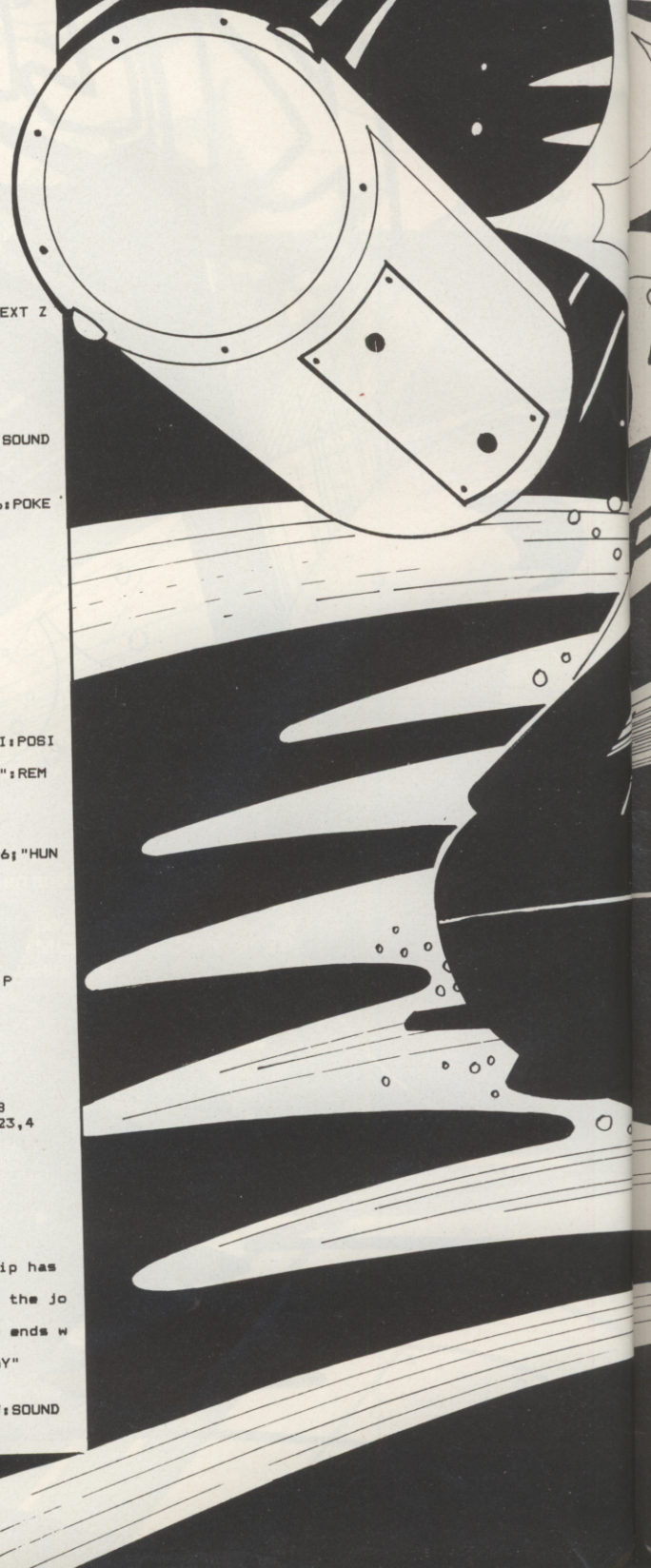
Location	Function
53248	Horizontal position for player 0. POKE here to move player 0.
53249	Horizontal position for player 1.
53250	Horizontal position for player 2.
53256	Size of player 0, from 0 to 3.
53257	Size of player 1.
53258	Size of player 2.
53253	PEEK here to see if player 1 has been hit.
53254	PEEK here to see if player 2 has been hit.

The rest of the locations set up the resolution of the screen, screen priority, colours, and set the high byte of where the PMG data area starts.


```

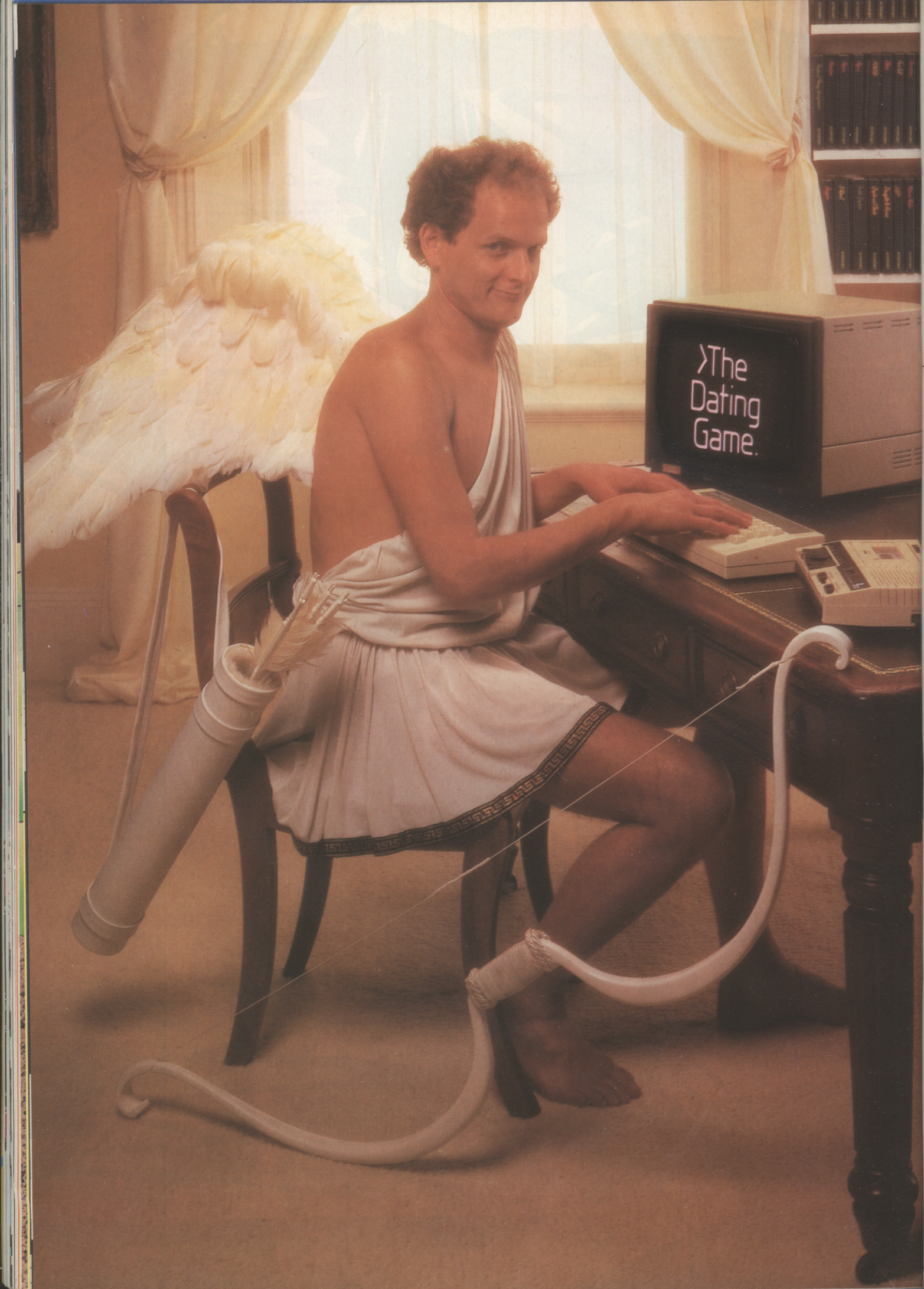
10 REM *****
20 REM *   AUTHOR:David Moore   *
30 REM *   *
40 REM *   JAN 31 '84           *
50 REM *   *
60 REM *****
70 GOSUB 3000
90 GOSUB 2000
92 SOUND 1,200,8,4:SOUND 2,204,14,4:SOUND 3,206,8,4:SETCOLOR 4,8,3:POKE 16,64:PO
KE 53774,64
95 SC=0: X=20: Y=220: C=20: A=140: RESTORE 5000: READ SH
96 POSITION 0,2: ? #6; "*****": REM 20 #': SH=AL
97 POSITION 0,0: ? #6; "SCORE:"; SC; " " : POSITION 11,0: ? #6; "LEFT:"; C: POSITION 0,11
: ? #6; "SHOTS:"; SH
100 X=X-2-S: L=L+8: A=A-10
110 Z=STICK(0): IF STRIG(0)=0 THEN GOSUB 180
120 IF Z=14 THEN S=S+1
125 IF Z=13 THEN S=S-1
126 IF S>4 THEN S=4
130 IF S<1 THEN S=1
140 POKE 53248,X: POKE 53249,L: POKE 53278,255: POKE 53250,A
150 IF X<20 THEN X=220
160 IF L>220 THEN L=20
165 IF A<20 THEN A=220
170 POSITION 0,11: ? #6; "SHOTS:"; SH; " " : IF SH<0 THEN 700
175 GOTO 100
180 R=X/10.5
185 IF X>190 OR X<15 THEN RETURN
190 FOR I=3 TO 10
191 X=X-7: L=L+14: A=A-18
WN IF X<30 THEN X=200
193 IF L>200 THEN L=30
194 IF A<30 THEN A=220
196 POKE 53248,X: POKE 53249,L: POKE 53250,A
200 POSITION R,I: ? #6; "!" : FOR D=1 TO 20: NEXT D
210 POSITION R,I: ? #6; " "
215 SOUND 0,I*7+1,8,15
220 IF PEEK(53254)<>0 THEN POP : SH=SH-1: GOTO 270
250 NEXT I: SH=SH-1
260 IF PEEK(53253)<>0 OR PEEK(53254)<>0 THEN 270
265 SOUND 0,0,0,0: RETURN
270 SC=SC+20+INT(R/2): FOR J=1 TO 20: FOR Z=1 TO 155 STEP 35: SOUND 0,J,8,14: NEXT Z
: NEXT J: SOUND 0,0,0,0
280 C=C-1: IF C=0 THEN 400
290 POKE 53278,255
300 POSITION 0,0: ? #6; "SCORE:"; SC: POSITION 11,0: ? #6; "LEFT:"; C; " "
310 RETURN
400 POSITION 0,0: ? #6; " "
405 POSITION 0,0: ? #6; "SCORE:"; SC: POSITION 11,0: ? #6; "LEFT:"; C
410 FOR J=0 TO 40: FOR S=255 TO 0 STEP -40: SOUND 0,S+30,14,15: NEXT S: NEXT J: SOUND
0,0,0,0: P=130
415 IF SC>HI THEN HI=SC: POKE 623,1
420 SOUND 0,0,0,0: SOUND 1,0,0,0: SOUND 2,0,0,0: SOUND 3,0,0,0
430 POKE DL+3,6: POKE DL+4,6: POKE DL+5,6: POKE DL+6,6: POKE DL+7,6: POKE DL+8,6: POKE
DL+9,6: POKE DL+7,6
432 REM H.I. IS INVERSE O.K.
435 POSITION 1,5: ? #6; "GAME OVER:-": POSITION 6,9: ? #6; " H.I. " : HI
440 POSITION 5,7: ? #6; "PRESS FIRE"
442 P=130: Q=0
445 Q=Q+2: P=P+1: IF P=140 THEN P=130
446 SETCOLOR 4,0,0: IF Q>14 THEN Q=1
450 POKE 704,P: IF STRIG(0)=0 THEN 460
456 GOTO 445
460 FOR I=3 TO 10: POSITION 0,I: ? #6; " " : NEXT I
470 FOR I=3 TO 9: POKE DL+I,7: NEXT I
480 POKE 623,4: POKE 704,14
482 AL=0
490 GOTO 92
700 FOR I=0 TO 30: SOUND 0,70,14,15: X=SIN(60): SOUND 0,0,0,0: X=SIN(60): NEXT I: POSI
TION 0,11: ? #6; "O U T : "
710 FOR I=1 TO 200: SOUND 0,(2*I)/3,8,15: NEXT I: POSITION 0,11: ? #6; " " : REM
7 SPACES
720 SOUND 0,0,0,0: GOTO 400
2000 REM INIT.
2005 CO=PEEK(756)*256
2010 GRAPHICS 18: DL=PEEK(560)+256*PEEK(561)+4: POKE DL+2,6: POSITION 3,1: ? #6; "HUN
TER KILLER"
2015 POSITION 0,0: ? #6; "PLEASE WAIT"
2020 SC=0: HI=0: C=10: S=3: X=220: L=20: SH=30: POKE DL+11,7
2040 RA=PEEK(106)-8: R=RA-8: CH=(PEEK(106)-8)*256
2045 FOR I=0 TO 511: POKE CH+I,PEEK(CO+I): NEXT I
2050 FOR P=512 TO 768: POKE R*256+P,0: NEXT P
2060 FOR P=0 TO 7: READ I: POKE R*256+26+P+512,I: NEXT P
2070 FOR P=0 TO 7: READ I: POKE R*256+90+P+640,I: POKE R*256+64+P+768,I: NEXT P
2080 FOR U=0 TO 7: READ I: POKE CH+(ASC("!")-32)*8+U,I: NEXT U
2085 FOR U=0 TO 7: READ I: POKE CH+(ASC("#")-32)*8+U,I: NEXT U
2090 POKE 204,R: POKE 756,CH/256
2100 DATA 0,0,0,32,56,255,255,126
2110 DATA 0,0,0,24,24,31,255,255
2120 DATA 0,0,0,24,60,24,0,0
2130 DATA 0,0,0,0,0,24,253,255
2140 POKE 53277,3: POKE 559,46: POKE 54279,PEEK(204): POKE 53258,3: POKE 706,8
2150 POKE 53256,3: POKE 53257,3: POKE 704,14: POKE 705,14: POKE 203,RA: POKE 623,4
2155 POSITION 0,0: ? #6; " " : REM 12 SPACES
2160 SETCOLOR 4,8,3: AL=0
2200 RETURN
3000 REM
3010 GRAPHICS 0
3040 SETCOLOR 2,6,6: POKE 752,1
3060 ? : ? " " " SUB HUNT "
3065 ?
3070 ? "The idea of Sub Hunt is to seek &": ? "destroy enemy sub's. Your ship has
3 "
3080 ? : ? "speeds normal medium and slow these": ? : ? "are controlled from the jo
ystick by"
3090 ? : ? "moving it forward backward or just ": ? : ? "leaving it. The game ends w
hen you have": ? "hit 20 sub's."
3110 ? : ? "GOOD LUCK CAPTAIN..." : ? " " : ..PRESS FIRE TO PLAY"
3112 POSITION 0,22: ? "By D.MOORE 1984"
3115 IF STRIG(0) THEN 3115
3120 FOR J=1 TO 20: FOR S=60 TO 0 STEP -3: SOUND 0,S+30,14,15: NEXT S: NEXT J: SOUND
0,0,0,0: RETURN
5001 DATA 45

```



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HUNTER KILLER



The Electron has added even more strings to its bow.

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You'll find all the programs featured here at your local Acorn stockist. (To find out where that is, simply call 01-200 0200.)

Alternatively, you can send off for the Electron catalogue and order through the post by writing to Acornsoft, c/o Vector Marketing, Denington Estate, Wellingborough, Northants NN8 2RL. Tel: 0933 79300.

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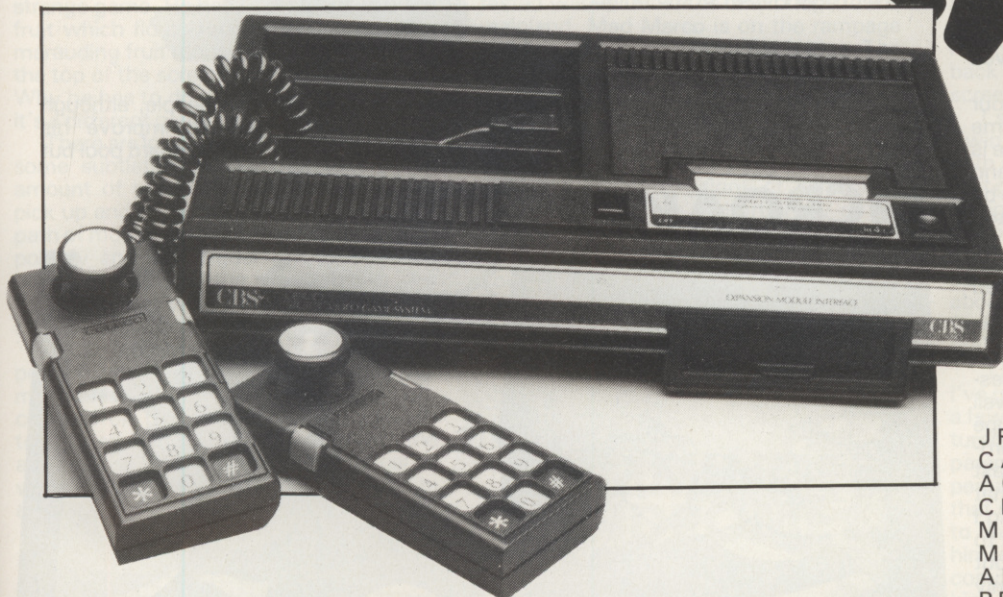
Colecovision Collected

In our April Issue you had the chance to win a fantastic Colecovision video game with an Atari adaptor and lots of games. You did enter — didn't you?

The winner of this fabulous prize was Mark Christian of Wirral, Merseyside for sending in the following correct answers:

1. Donkey Kong
2. Smurf Rescue
3. Zaxxon
4. Mousetrap
5. Looping
6. Cosmic Avenger

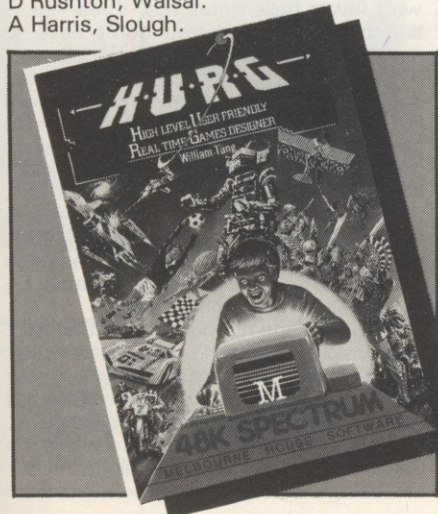
We hope you enjoy your prize Mark. It will be on it's way to you shortly.



TAC-2's Taken!

Also in our April edition was the TAC-2 competition. This attracted a record response. It seems that all our readers want joysticks. But sorry, only ten lucky winners will get their wish, they are:

D Trueman, Derbyshire.
C Richmond, East Kilbride.
A Humphrys, Lophthorne.
P Standere, Ipswich.
G Chance, Hullbridge.
A Watering, Bicknacre.
M Vayle, Broughton.
D Taylor, Radcliffe.
D Rushton, Walsal.
A Harris, Slough.



There were, of course, 10 changes to the picture (but you knew that really didn't you?).

As a bonus in the April issue (what! three competitions in one mag? whatever will they think of next!) we had a competition to give away 20 copies of Melbourne House's H.U.R.G. games designing program. All you had to do was complete a simple (simple?) wordsquare grid. This is the grid with the letters that were used in bold. I'll let you work out which words go where and in what direction.

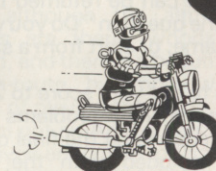
M	H	E	S	P	I	D	E	R	S	P	T
L	B	U	D	U	N	R	E	E	E	I	
H	H	O	R	A	C	E	O	U	R	N	B
S	E	S	H	G	C	H	I	R	U	I	B
G	H	R	E	A	S	T	O	O	T	T	O
L	U	G	R	T	C	R	I	O	N	R	H
N	U	O	S	E	D	I	R	F	E	A	R
I	H	E	Y	E	A	N	D	S	L	V	T
R	E	S	K	I	N	G	S	D	O	A	
L	T	T	I	M	E	G	A	M	A	R	E
S	I	D	E	S	I	G	N	E	R	L	C
L	G	C	T	U	A	N	O	M	S	O	C

The remaining letters spell out a key phrase. The phrase is: 'Melbourne House's High Resolution Real Time Games Designer CGC'. These people got the correct answer:

Robin Burnett, Whitby.

R. Johnson, Oldham.
M Watering, Bicknacre.
P Marl, Chester.
P Standere, Ipswich.

WINNERS



J Rubensaat, Tamworth.
C Astles, Crewe.
A O'Neil, Portadown.
C Harris, Dunshalt.
M Ward, Hampton.
M Diver, Reading.
A Kennedy, Hanworth.
P Robinson, Cumbria.
P Presley, Chelsea.
N Gillings, Doncaster.
M Calloway, Darlington.
L Borland, Glasgow.
C Elliott, Cheltenham.

May Winners

On to the May issue now where we were giving away 150 copies of *Urban Upstart* by Richard Shepherd Software. There were too many winners to list here, but you will all get your prizes. There were actually nine changes made to the picture of the skinhead.

And Now . . . 200 Games To Win!

This issue we have a competition by Durell Software, where you can win one of 100 games that are up for grabs — including their much praised 'Harrier Attack' Program which has been converted for a lot of machines and was one of the first games working on the Amstrad computer. You can also fight the barbarians and defend the might of Rome with a copy of 'The Fall of Rome' from APS — a game that has been number one in the non-arcade software charts, and we're giving away 100 of them!

Best of luck next time, with the number of prizes we're giving away you should win something soon. But don't forget to buy a regular copy of *Games Computing* every month.

SOFTWARE

KINGDOM OF HAMIL

Runs on: BBC
Made by: Acornsoft
Price: £9.95

This follows in the footsteps of Acornsoft's *Philosopher's Quest* and *Sphinx Adventure* and follows the same basic format. All the information that you are given is presented on screen above where you type in your commands. These commands follow the age old method of communicating in adventures, a verb followed by a noun.

The program only checks the first four letters of each word, so you can save time by only typing these in. A useful feature is that the game in progress can be saved and returned to at a later stage. This is done by typing **SAVE** when you want to stop adventuring and it can be returned to by answering **S** to the question "Do you want to start a new game, or start from a saved position?"

The object is to get your score to 250. You do this by solving problems and puzzles, and by answering the final question correctly. Included with the well presented cassette is a sealed envelope containing hints and answers to the problems. It says on it "Open only as a last resort", and I am sad (glad) to say that before the program had finished loading I had read the 8 page booklet from cover to cover. For those of you who get stuck but don't want to open the envelope, the only hint I'll give is that the way out is via the stone. Any more than that and you will have to open the envelope.

Overall this is a very good program for those of you who like well written adventures.

THE HOBBIT

Runs on: BBC
Made by: Melbourne House
Price: £14.95

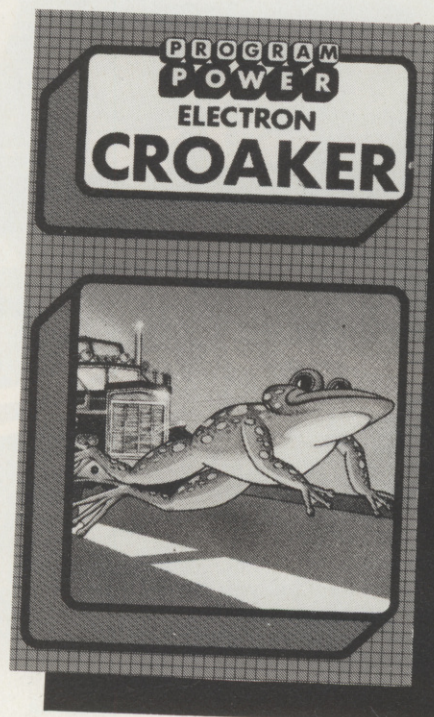
Now here's an adventure game with a difference. Instead of only allowing one or two word commands it allows sentences. These sentences cannot be in English but have to be in 'INGLISH'. This is a language that was developed for adventure gaming and allows adjectives and prepositions, such as "OPEN THE GREEN DOOR" or "PICK UP THE GOLD".

Also the program incorporates something called ANIMATION. This means that every character is doing something while you are, so GANDALF will have probably moved off from where you last left him. It also has a feature called ANIMTALK which allows you to talk to other characters in the adventure e.g. "SAY TO GANDALF 'READ THE MAP'", and GANDALF might do so or not depending on what mood he is in at the time.

Included with the package is the book *THE HOBBIT* by J.R.R. TOLKIEN, on which this adventure is based, and a useful instruction manual. The instruction manual supplied mentioned that the illustrations that are on other versions are not available on the BBC version. Having seen the il-

lustrations on another machine I feel that the lack of these does not detract from the enjoyment of the adventure. My only gripe is that it takes too long to load from cassette and could Melbourne House provide a disc based version perhaps including illustrations?

Some hints for those who can't be bothered to sit for evenings on end trying to figure it out; always be polite and try to keep with your friends. Remember you are a small weak Hobbit of the Shire.



CROAKER

Runs on: Electron
Made by: Micro Power
Price: £7.95

This implementation of the ubiquitous Frogger game has all the regular features but lacks something in presentation and playability. Four keys control the leaping motion of the family Frog as they attempt to cross the busy road and the polluted river (by jumping on and off logs and turtles — a slippery business) and fill the allocated lairs at the top of the screen. Bonus points are scored by getting home as quickly as possible.

The traffic gets faster as you progress to new screens and it needs to, jerking along as it does on the first screen. It seems almost too easy to get through. Unfortunately, the Electron's sound capability does not include the ability to reproduce anything like a 'croak' but I suppose the programmer had to try. The music (which is optional) is only a gimmick and soon grows tiresome.

There is a fair amount of updating to be done on-screen so the graphics are not altogether smooth and the frogs are rather

lost in the mass of moving objects. The response to the four keys is not instant and this makes play rather awkward. The arcade features are all present and correct but the game lacks impact when compared with rivals on other machines and the cassette soon finds itself a permanent place at the bottom of the pile.

POOL

Runs on: BBC
Made by: Dynabyte
Price: £7.95

This is a game for two people, although one person can play to improve his shooting technique. It is standard pool but



with fewer balls (three red, three yellow and one black) but you don't have to nominate a pocket for the black ball.

For those of you who haven't had a mis-spent youth and don't know the rules here is a brief summary. One player is elected to break (split the pack up) and if no balls are potted, the next plays then attempts to pot a ball. This continues until a ball is potted, the player who potted that ball then has another attempt to pot another ball of the same colour, and the process is repeated until either he pots all the balls of his colour, he misses, or he commits a foul.

Fouls include hitting any ball that isn't your colour or potting one of the other player's balls. If you pot all the balls of your colour, you then have to pot the black ball usually specifying a pocket to pot it in. Control is achieved by moving a white line that extends from the cue ball, the direction being the direction you want it to go in

and the length being the strength of the shot.

Like some other tapes now available it plays a tune while it loads in the main part. An amusing little game, my only criticism being that it is a bit unrealistic as sometimes when balls collide they shoot off at higher than normal velocities.

FELIX AND THE FRUIT MONSTERS

Runs on: Electron
Made by: Micro Power
Price: £7.95

Flat capped Felix the Northern computer hero finds himself caught up in rather a strange game. He has to protect pieces of fruit which float around a maze from the marauding fruit monsters until the timer at the top of the screen winds down to zero. Why he has to do this we are not told but it's a different game theme and fun to play.

There are lots of keys to get used to and some subtleties of use that take a fair amount of practice to master. Felix can pick up and drop fruit, drop pools into the path of monsters to put them to sleep temporarily and can trigger a magnetic pad which teleports all the monsters back to the cave from which they emerge at the start of each game.

Felix maintains energy by running over power cells and he needs to since the monsters are fast to the fruit and then concentrate on pursuing our hero as he attempts to hang on to the fruit for the allotted time. The game is thus tactical as well as reaction based and this adds to its appeal. It's the sort of game which

demands that you get better through practise. There's the usual polished programming from Micro Power with smooth sprites, Hi-score table and arcade sounds. It also proves that Electron games can be just as good as the BBC versions.

LEMMING SYNDROME

Runs on: BBC
Made by: Dynabyte
Price: £7.95

On a scale of 1 to 10 for silliness, this program gets a 34. It is not just silly but outright insane!

You are the brave and fearless Lifeboat Lennie valiantly patrolling the shark infested waters under the only bridge to the mainland. Mad Marco is on the rampage and has destroyed part of the bridge. The only escape for the fleeing terror stricken population is to jump over the edge of the bridge and your job is to save them. The only way to do this is to bounce them across to the other side via your life raft.

You have two options of controlling your life raft, either proportionally or absolutely. Using proportional control you move left or right depending on how long you keep the respective key depressed. Using absolute control you move to one of three definite positions on the screen

being virtually impossible. As well as bouncing the population from one side to the other you have to avoid the dynamite that Mad Marco throws to try and blow up your raft and also avoid the sharks which try and eat your raft. The game ends when you have let 50 people drown, or your raft gets destroyed either by the dynamite or the sharks. This is an excellent game with superb graphics and an original idea to boot.

ADVENTURE

Runs on: Electron
Made by: Program Power
Price: £7.95

This Adventure, although written in Basic, still has a reasonable rate of response, indeed as fast as I have seen on some machine code adventures. The format is back to the original, with text only on the screen.

I suppose, having worked recently on Twin Valley Kingdom, from Bug BYte, with its helpful and enlightening graphics, that going back to text only I was probably going to be a little bored, and I was. Oh, no, not particularly bored with the Adventure itself, although the almost obligatory caverns are there, woods and forests abound, and there is a beautiful princess to find en-route, but more with the sheer tedium of playing the game.

I am not an Adventurer by nature, but I've played enough in my time to have met a few of the problems which beset Adventurers, but there was little real cunning apparent in this particular program. Also, perhaps I'm just being a nuisance, but I find that a programmer who feels it necessary to insult his clients has little to offer himself. I do object to being told that the computer is bored, so I am dead. Those kind of sudden deaths are not the current style, where a more intelligent player can foresee danger and therefore skirt around it. It is annoying to be told in one single speech that the game is over, especially as there is no SAVE/LOAD facility, so each time it is necessary to start all over again.

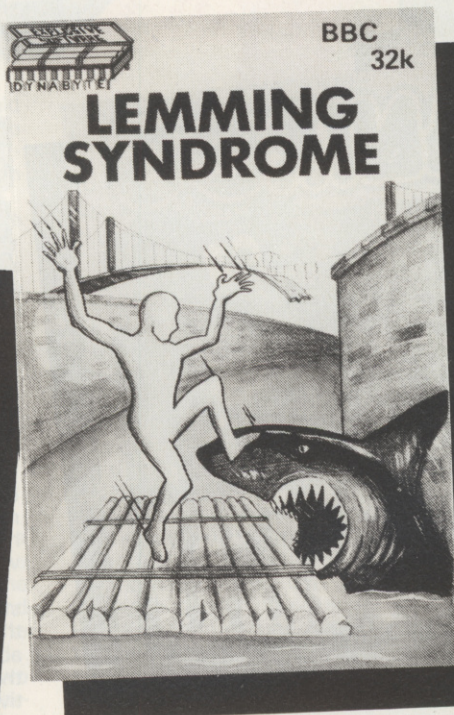
No, Program Power, stick to your superb arcade action games at which you excel, but if you intend to develop Adventures, try working through a few of your competitors' offerings.

FRUIT MACHINE

Runs on: Electron
Made by: Superior Software
Price: £7.95

This program has been a good seller for the BBC, displaying superbly smooth graphics which can actually deceive the eyes into believing the reels are spinning.

There are three reels, as on the original version, and the winning amounts are made up from Superior Software, Acorn and BBC logos as well as an assortment of fruit. The winning combinations are displayed at the commencement of play, and may be examined as long as required.



depending on which of the keys you press. This means if you are on one side and you press the key for the other side you move directly there and don't stop in the middle position.

There are numerous options for the speed at which the population jumps, the slowest being fairly easy and the fastest



REVIEWS

SOFTWARE

When play itself begins, the reels are activated by the 'S' key, and, as on the real machines, the various reels stop independently and at random.

The winning line is clearly shown, but I found it was more often than not a non-winning line. I suppose one of the appeals of the one-arm-bandit is that over a period of time, it should give back a good proportion of the money fed into it, and perhaps even more. This program seemed rather stingy with its payouts, and I began to feel frustrated by that. The option to HOLD also seemed very rare, so that my actual involvement tended to consist of pressing the 'S' key over and over again. The nudge facility I found difficult to master, as the numbers displayed do not mean that you have that number of nudges available — very misleading.

If you are keen to see very smooth and slick graphics, or if this program might save you money by satisfying your basest desires (!) then go ahead and buy. Otherwise, it might be salutary to remember that it was the arrival of computer technology in the arcades that spelt the end of the real machines.

complete with a 16 page flight manual which tells you everything you need to know. The game is in real time and if you spend too long deciding on your next move you will probably have no ship left.

The basic idea of the game is to warp around three sizes of galaxy to destroy as many Klingons as possible. You have a choice of moving by the joystick or using the warp facility. To destroy the Klingons you can use three types of phaser, or a photon torpedo which are controlled by the joystick.

The game does not use too many intergalactic sound effects but does make up for these with extremely good graphics. So 'Beam me up Scotty'.

BONGO

Runs on: VIC 20 + 16K + Joystick

Made by: Anirog

Price: £7.95

Sprites on a VIC 20? Well, it appears so in this fabulous game for the 16K expanded VIC. Actually, it is impossible to use sprites

wait. And wait. And wait. It takes *ten minutes* for it to load. The idea of the game is to rescue the princess. You are a mouse. Using the joystick, you move about: up and down ladders, down slides, jumping on trampolines and going through transporters. All to get the five diamonds needed to go on to the next stage. Easy? There are a couple of snags: the baddy who is very intelligent and is out to get you, and all the diamonds. The baddy cheats because he can jump from wherever he likes, and if there is one thing he loves it is jumping on you, while you are going down a ladder.

At each stage a tune is played during the interlude and you are shown standing on a bridge opposite the Princess, with a heart between you. Every stage you complete, you move closer to her! True fairytale romance...

The letters BONGO fall randomly from the sky to give you bonus points. With six stages, two player option, three difficulty levels and — as I said — a simulation of sprite graphics, this is the very best game I have seen for the VIC, including favourites like: Jet Pac, Matrix, Arcadia, Gridrunner. A MUST for VIC owners.



DRAGON TREK

Runs on: Dragon 32

Made by: Salamander Software

Price: £9.95

Dragon Trek is the best version of our old favourite, 'Star Trek'. The game comes

on the VIC, but, by re-defining the character set every time BONGO (you) passes over something, has the same effect as sprites. Anyway, as you would guess from what I have just said, the graphics are good. They are the best graphics I have seen on the VIC, being very smooth and realistic.

The instructions are comprehensive, so you read them and wait for it to load. And

BRAD BLASTS THE GALACTIC BARBARIANS

Runs on: Spectrum

Made by: Express Software

Price: £5.95

As can be deduced from the title this is an arcade style game with a couple of unusual touches to it. One of which is the use of a tickertape type of display at the base of the screen which gives a resume of the story so far.

You play the role of Brad whose mission (should you care to accept it!) is to try and reach the planet Delta 10, upon which reside the warlike Galactic Barbarians who have discovered a super power serum, which you must destroy.

Sounds easy eh! Well you have five stages to battle through before discovering the secret lab. Nothing particularly special about this game although some variety in the screens does give it a somewhat addictive quality. The graphics are good, the sounds, given the Spectrum's somewhat limited ability, are adequate, but one minor irritation is having to go through all the instructions each time the game is played which is rather time consuming.

An interesting point with this game is it's strange ability to be able to interfere with cordless telephones!! While fighting through level two strange sounds were heard to emanate from my telephone upon picking up the receiver I found I had called someone in Australia, quite a useful feature in a games program although somewhat random in its application. Perhaps the computer was trying to contact the Galactic Barbarians by phone and save the trouble finding the secret lair...

The cursor keys are 0 to fire 5-left, 8-right, and 6-down which I found



somewhat difficult, a nice feature would have been user defined keys but I suppose a member of the Intergalactic Security Network should not be concerned with such mundane matters.

Overall this is quite an interesting game but not one that would keep me up to the early hours. There are far too many games of the "zap em all" variety for this to be anything special, but worth it's purchase price, I suppose!!

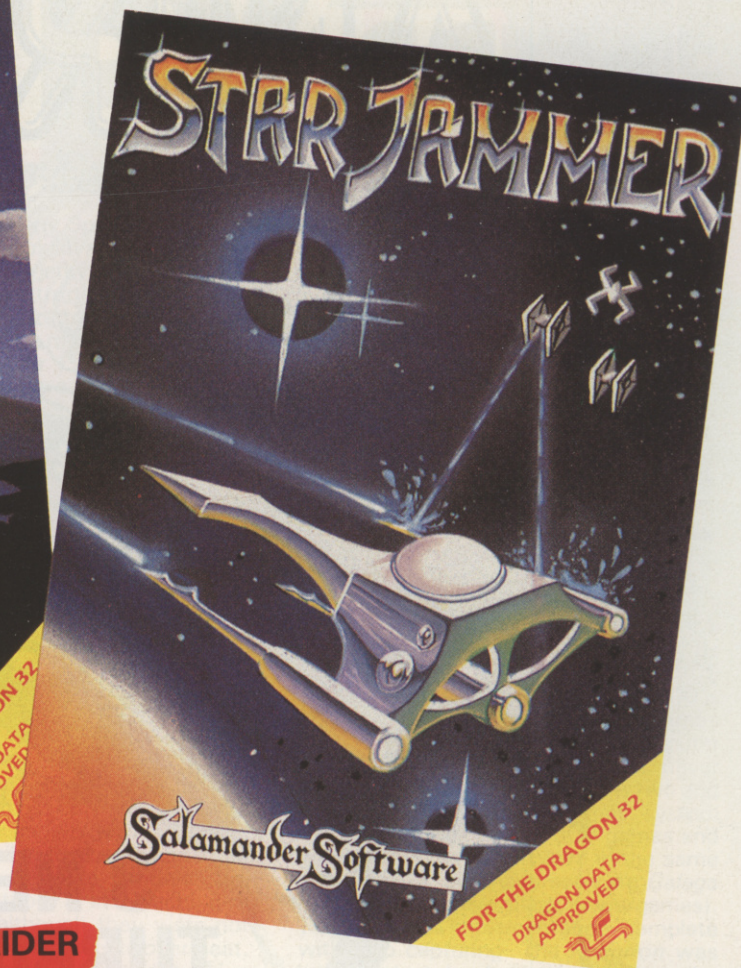
NIGHTFLIGHT

Runs on: Dragon 32
Made by: Salamander Software
Price: £7.95

Nightflight, you will be amazed to hear is a flight simulation program. The game was a slight disappointment, not the fault of the instructions as they are well written and detailed but I never got the plane off the ground without crashing.

The game screen is divided into two sections, the lower half shows the information panel with speed, position, heading and distance from the runway. The top half of the screen shows the view from the cockpit. The graphics used are not in high-res mode because of the use of text.

For a budding pilot taking off, flying around and performing a couple of stunts in the middle of the night will be easy. Having seen other flight simulators this one is not the best of the bunch.



MOONRAIDER

Runs on: Electron
Made by: Micro Power
Price: £7.95

Scramble, Defender, call it what you will but here it is again as Moonraider, one of the classic arcade implementations for the home computer since the ZX81. The Electron, despite its high profile, is not immune to such games.

All the usual features are in evidence as your craft speeds over the sideways scrolling rugged terrain, pitted with radar stations, missile bases and flak guns. The display is as good as ever and the Electron's hardware seems to have forced no compromises from the BBC version.

The Moonraider itself has a laser to parry the rain of missiles and bombs to knock out the ground stations. The controls are very responsive but should your reactions fail, there is a nice line in crashes. The plane acts as though it has run up against a brick wall and the resultant disintegration fills the screen with flying debris.

The action actually takes place in a central window with the scores, lives and laser power indicated above the window and down the right hand side of it. From the Hi-Score table it is possible to access any stage of the game at a difficulty level of your choice so you can avoid the easy bits

if you want, though the bouncing mines quite early on, coming off the cavern roof as they do, are not what I would call easy!

STAR JAMMER

Runs on: Dragon 32
Made by: Salamander Software
Price: £7.95

Starjammer is a three dimensional jaunt through the universe. The idea of the game is as the sole fighter pilot to protect the colonized planets from alien marauders (a bit battlestar galacticaish).

You control your acme galactic fighter by use of the right joystick. Your ship has shields which lose power after heavy fire from the aliens but they automatically recharge. When your lasers overheat from your itchy trigger finger they also recharge to a full five short bursts of fire. To make this game even more interesting you are sometimes sucked into stargates which transport you into another quadrant.

Although I found the game boring it does use good graphics and sound so you should be able to zap many aliens in your galaxy.

REVIEWS

ANIROG

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Petch

The wonder penguin is engaged in a desperate search for diamonds hidden in a maze of ice cubes, harassed and chased by his arch enemies Snowball and Snowbox. His chances of survival are slim. Six levels of skill with two player option.

Ice Hunter

Ice hunter needs special ice blocks to build an igloo unaffected by the arctic sun. He has found the source of the blocks in a multi level cavern, but can he outwit the grim inhabitants — the dragons — sea lions and vicious birds and float the blocks down the river to construct his dream home. Six levels and two player option.

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THE CETEX SCENE

CETEX is the annual consumer electronics exhibition, the UK equivalent of the huge American Consumer Electronics Show (CES). CES is one of the major show cases for new computers in the States and it looks as though CETEX is vying to become the UK trade show for computers. CETEX is not open to the public, and many of the things shown to dealers will not make it to the shops in the form shown.

A lot of money is spent by the big manufacturers at this show, the RCA stand looked like a space shuttle and moonbase, they were selling video discs and have no intention of moving into computers. Many of the stands had no computers, CETEX displays everything from Microwave cookers to Hi-Fi but then home computers are no longer the province of specialist manufacturers, even David Karlin — designer of the Sinclair QL refers to Sinclair Research as a consumer electronics company rather than a computer company.

What Was On Show

First stop was **Amstrad**. They had eight CPC 464's on display. I was just as impressed with the machine this time as I was at the launch. The integral cassette unit was giving fast and reliable loading, one of the demo programs was Roger And

The Ropes which any Spectrum fan will recognise as Quicksilver's FRED. The scrolling was a little jerky but the improved colour resolution added to its cuteness. The Amstrad micro comes with either a green screen monitor for £299 or a colour monitor for £329. The screen plugs into the mains and then the computer takes its power from the screen making it a very neat system. The colour monitor is quite good in 80 column mode but cannot cope with a whole row of lower case m's so at best it is medium res,

Simon Rockman went to CETEX, the UK consumer electronics show, to see what's going on in the computer scene.

so don't believe anyone who tells you that it is high res. The character set is very nice and includes five little men in different poses. It took me only five minutes to get a row of little men to dance!

This was the first time I'd seen the documentation, it is clear and well laid out without being condescending, by the last day of the show most of the manuals had "walked". Also shown was a printer. This is very similar to the Commodore MPS801 which is made by Sekiosha. They had prototype 3 in Hitachi disk drives running, although they were not finished and had a tendency to over-heat. A spokesman said that the disk drive development had gone very well and that he hoped they would be available "in time for Christmas", they will be supplied with CP/M and Logo. Prices will be around £200 for the first drive and £100 for any

subsequent ones. The computer division of Amstrad is called AMSOFT and will sell everything from ribbons and paper to the computers and printers. I hope this machine succeeds, it's cheap, very powerful, BBC Basic is in the pipeline and I've ordered one!

Atari's New Act

Next stop was **Atari**. They proved that they are not going to leave the games market by launching two new machines,

the 2600 junior and the 7800. 7800 is a special number, it works out to be $5200 + 2600$! The 2600 is the old VCS which we all know and love. The 5200 is an advanced and expensive games system which runs 400/800 computer games software but which was never available in the UK. Combine the two and you get an advanced games system which can run the old 2600 games and it own super hi-res software in the same slot. The games I have seen are *Galaga* (the game the hero plays in wargames). This was a full implementation, complete with ship capturing. The *Robotron* was less spectacular, but still well up on the newest computer versions. The system costs £99.95 and will come with *Pole Position II* and new super joystick controllers and *Centipede*. This will cost £79.95 and will take all the existing 2600 software being just a smaller, smarter version of the 2600. The new joysticks are tough and give good response, these should improve your high scores no end!





Royal Garden Hotel in Knightsbridge during the show. After walking in I was presented with a Sanyo Olympic gold medal (a bit of cardboard with my name on it) and was led to the bar. I took an orange juice and headed for the computers. To continue the Olympic theme there was a fake athletics track on fake grass. A score board displayed a fake score and press and dealers wandered round the track eating real food and looking at real Sanyo products. The computers were hidden away from the cash registers, Hi-Fi, and microwave cookers in a little alcove. No one seemed to know much about MSX or the computers but they did have the penguin game.

The salesman told me that what made the Sanyo MCP-20 special was that it had a light pen option. He did not seem to understand that MSX meant that any MSX peripheral could be used with any MSX machine. The light pen costs £100 anyway so I don't think that that alone would sell the Sanyo. Another visitor explained that the thing that made the MCP-20 better value for money than its MSX rivals was the use of bank switching

All the Atarisoft software for the BBC, Spectrum, and Commodore 64 was on display. In general the Beeb stuff is fantastic, the Spectrum stuff pretty neat and the '64 stuff a trifle disappointing. The BBC *Pole Position* is my favourite, they have even mentioned an Elk version!

Regular *GAMES COMPUTING* readers will know all about the **Adam**. This was the main attraction of the massive CBS stand. It has been available as an add-on for the Colecovision and will be in the shops as a stand alone unit. For around £500 you get a computer, word processor, and games system with a daisy wheel printer thrown in. The main attraction for me on this stand was the software for other machines. This included *Pit Stop* and *Jumpman* for the Commodore 64.

The **Cumana** stand was surprisingly busy, they had a hard disk for Tandy micros as well as Dragon and BBC drives. This firm is rapidly becoming the British disk drive specialist. Dragon themselves had some very interesting new products, the GEC Professional which had built in disc drives for £700 and some very powerful sounding systems software. There were also rumours of an MSX machine in the pipeline. However since the show Dragon Data has stopped trading, the receiver is now looking for a buyer, so it looks like the end of the line for these new products.

And From Japan

JVC had some very interesting computer displays. They showed off their new MSX machines by hooking them up to laser discs, providing interactive golf and racing car games, control being superior to the arcade versions. No price was announced for this. Another of the



End of the line?

manufacturers to show an MSX computer was **Mitsubishi**. All the stands with MSX computers seemed to have the same demo software running, i.e. a game in which you play the part of a penguin running over snow, jumping crevasses and avoiding seals. The cute graphics made up for the simplistic game.

Tatung had an Einstein computer on show, with a notable lack of software for it. It is not a computer many people are enthusiastic about.

Toshiba was showing their entry into the MSX market, proving that MSX allows you too mix add-ons by running a demo with a clear perspex piano keyboard and a Yamaha MSX, sound module. Toshiba's machine is called the HX-10 and will be launched in September with discs and a printer.

Sanyo did not have a stand at CETEX, but took a whole floor on the rather plush

which allows 60K of RAM (Random Access Memory) to be used from Basic in a 64K computer. However all the machines on show only had 32K fitted so no-one could demonstrate this. There was a disc drive but as it has only arrived from Japan that week no-one knew anything about it so it laid idle. All the machine worked on the US television standard, so they will require substantial changes to be adapted for use in Britain.

All in all it was a surprisingly good show, lots on display. My favourite item was nothing to do with computers, it was a goldfish bowl on a black plint filled with rare gasses and lightening. It didn't do anything other than look splendid, but it does cost £2500 so I don't think I'll be buying one!

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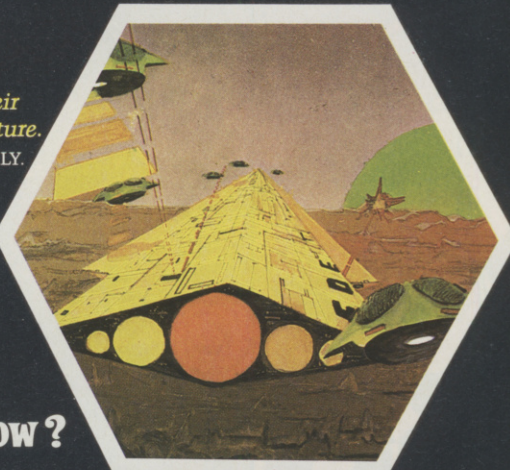


CBM 64

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Welcome



Dalek Dodger is a two part game for the standard VIC 20. Avoid the marauding Dalek robots, collect the elements, and get back to your time and space machine.

The program features full hi-res graphics and sound, but, because of this the program needs to be in two parts. So make sure that you type in and save the first part then type in and save the second part. When you have done this finally load and run the first and the second programs.

When the game starts you will appear in the centre block of a maze with your time machine. You have to move about the maze collecting the elements which are stored in the surrounding vaults, but beware, because the doors of these vaults are continuously closing and opening and

you might get trapped. If you do it is best to keep moving, this way you will at least be scoring a little. There is not much room for change, due to the limit on RAM memory, but you may like to alter the time limit to make the game easier.

RUNdown

Line	Action
------	--------

5	Clear and colour the screen, put auto repeat on all keys, puts the VIC into Hi-res mode and draw maze.
6-7	Sound effect for when an element is collected.

10	Assigns each Dalek a direction.
20	Begins loop to move Dalek.
30	Assigns WD with a value of +22,-22,+1, or -1.
40	Checks to see if the Dalek will move onto the player. If so lose life.
50	Check to see if the Dalek will move onto a block, if so then assigns a new direction.
70	Same as 40.
80	Moves next Dalek.
90-100	Check to see if it is time to operate another door, if not then skips operation.
110-140	Operate door.
150	Assigns a direction to the variable DR according to the key being pressed.
155	If no key is pressed then skips move routine.
160	Decides on character depending on direction of movement.
170	Makes sure you don't move onto a wall or a door.

DALEK DODGER

**RUNS ON
VIC-20**

175	Adds 5 points to the score.
180	If you've collected an element goes to appropriate routine.
190-220	Move man.
230	Clear keyboard buffer.
240	Updates the displayed time and jumps to time up routine if you're over the time limit.
250	Check to see if you've collected all the elements.
255	Display time and score.
260	Assigns new direction to a Dalek if it is at a junction.
270	RETURNS to 20 to do it all over again.
790-850	Win routine.
1000-1030	Lose life/all lives lost routine.
2000-2030	Time up routine.
5000-7000	Draw maze.
7070	Go start of game.

Variables Used

CO	Difference between any screen location and the colour memory map.
W	Location of man.
WD	The way in which the Dalek will travel.
LL	Lives left.
SC	Score.
EC	Elements collected.
S1	Sound channel.
V	Volume Control.
DP(x)	On screen positions of the 8 doors.
DL(x)	Location of the 4 different Daleks.
DD(x)	Directions of the Daleks.

Conversion Clues

To convert it all the screen POKes will have to be changed. On the VIC the top left of the screen is 7680 and this increases by 22 for each line down. TI\$ would have to be replaced by some other timing device. You would need to use your own user definable characters. Finally the sounds could be changed or omitted to suit your own computer.





Darek Dodger, Program 1.

```

1 POKE52,28:POKE56,28
5 PRINT"J"
7 POKE36879,250
8 POKE650,127
9 GOSUB500
10 FORA=7168T07175
20 READB:POKEA,B:NEXT
25 LL=32776
30 FORA=7176T07383
40 POKEA,PEEK(LL):LL=LL+1:NEXT
50 FORA=7384T07551
60 READB:POKEA,B:NEXT
65 NL=33152
66 FORA=7552T07631
67 POKEA,PEEK(NL):NL=NL+1:NEXT
68 FORA=7632T07647:READB:POKEA,B:NEXT
70 GOT0900
300 DATA8,28,42,62,62,62,62,62
310 DATA0,0,0,228,74,78,74,74,0,0,0,236,170,234,202,172
320 DATA0,0,0,238,72,78,66,238,0,255,255,0,0,255,255,0
330 DATA255,255,255,255,255,255,255,255,0,0,0,0,0,0,0
340 DATA60,60,60,60,60,60,60,60,0,0,255,255,255,255,0
350 DATA24,24,0,60,60,24,24,24,24,24,24,16,126,24,24,36,66
360 DATA24,24,16,60,60,24,24,24,24,24,24,16,126,24,24,36,66
365 DATA0,0,0,0,24,36,36,24
370 DATA0,0,0,0,24,36,126,0,0,0,0,0,126,36,24
380 DATA0,0,0,0,24,36,36,36,0,0,0,0,36,36,36,24

```

```

390 DATA255,255,255,255,231,219,219,231,0,0,0,0,0,182,90,66
400 DATA0,0,0,0,0,66,90,182,0,0,0,255,255,0,0,0
450 DATA24,24,0,60,60,24,24,3,24,24,0,60,60,24,24,16
500 PRINT"THE DAREKS HAVE LANDED"
510 PRINT"ON EARTH AND STOLEN "
520 PRINT"THE 8 ELEMENTS WHICH "
530 PRINT"KEEP THE EARTH IN IT'S "
540 PRINT"ORBIT,YOU HAVE TO GO "
550 PRINT"TO THEIR SECRET HIDE "
560 PRINT"OUT AND RETRIEVE THE "
570 PRINT"ELEMENTS FROM THE 8 "
580 PRINT"VAULTS IN WHICH THEY "
590 PRINT"ARE KEPT."
600 PRINT"
610 POKE198,0:WAIT198,1:POKE198,0
620 PRINT"J"
630 PRINT"IT IS 7.50 & 30 SECS. "
640 PRINT"AND THAT MEANS THAT "
650 PRINT"YOU HAVE ONLY 1.5 MINS "
660 PRINT"LEFT IN WHICH TO GET "
670 PRINT"ALL THE ELEMENTS FROM "
680 PRINT"THEIR VAULTS AND SAVE "
690 PRINT"THE EARTH FROM CERTAIN "
700 PRINT"DESTRUCTION!"
710 PRINT"
720 POKE198,0:WAIT198,1:POKE198,0
730 PRINT"J"
740 PRINT"
750 PRINT"
760 PRINT"
770 PRINT"
780 PRINT"
790 PRINT"
800 RETURN
900 PRINT"LOAD MAIN GAME"
READY.

```

Darek Dodger, Program 2.

```

5 PRINT"J":POKE36879,250:POKE650,128:POKE36869,255:GOT05000
6 FORU=1T010:POKEU,INT(RND(1)*25+225):FORJ=1T050:NEXTJ:POKEU,0
NEXTU:SC=SC+50
7 EC=EC+1:RETURN
10 FORN=0T03:DD(N)=INT(RND(1)*4):NEXTN
20 FORL=0T03
30 WD=22*(DD(L)=0)+(DD(L)=1)-22*(DD(L)=2)-(DD(L)=3)
40 IFDL(L)=WTHENCF=12:GOT02000
50 IFPEEK(DL(L)+WD)=31THENDDL(L)=INT(RND(1)*4):GOT030
60 POKEDL(L),32:DL(L)=DL(L)+WD:POKEDL(L),0
70 IFDL(L)=WTHENCF=12:GOT02000
80 NEXTL
90 IFM=4THENM=0:D=INT(RND(1)*8):GOT0110
100 M=M+1:GOT0150
110 IFD/2=INT(D/2)THEN130
115 IFPEEK(DP(D))=32THENPOKEDP(D),34:GOT0150
120 POKEDP(D),32:GOT0150
130 IFPEEK(DP(D))=32THENPOKEDP(D),33:GOT0150

```


DALEK DODGER

RUNS ON
VIC-20

```

140 POKEDP(D),32
150 K=PEEK(197):DR=22*(K=41)+(K=29)-22*(K=26)-(K=37)
155 IFDR=0THEN230
160 WC=DR+36:IFWC=14THENWC=58
170 PK=PEEK(W):IFPEEK(W+DR)=31ORPEEK(W+DR)=33ORPEEK(W+DR)=34THEN230
175 SC=SC+5
180 IFPEEK(W+DR)>38ANDPEEK(W+DR)<47THENGOSUB6
190 POKEW,32:W=W+DR
195 POKES1,128:FORNM=1TO10:POKES1,0:NEXTNM
200 IFPK=WCTHENPOKEW,WC+1:GOTO230
210 IFPK=WC+1THENPOKEW,WC:GOTO230
220 POKEW,WC
230 POKE198,0
240 PRINT"X":TI$:IFTI$="000000"ORTI$="000000"THEN2000
250 IFW=7932ANDWC=8THEN800
255 PRINT"X":TI$:TAB(11):SCORE/"SC
260 BT=BT+1:IFBT=6THENBT=0:GOTO10
270 GOTO20
790 S1=36876:V=36878
795 POKEV,15
800 FORG=1TO5:POKES1,220:FORX=1TO5:NEXTX:POKES1,0:FORX=1TO500:NEXTX:POKES1,
200
810 FORX=1TO5:NEXTX:POKES1,0:FORX=1TO500:NEXTX
820 NEXTG
830 PRINT"X":PRINT"X":TAB(6)"WELL DONE"
840 PRINT"X":TAB(6)"HIT A KEY"
850 POKE198,0:WAIT198,1:POKE198,0:RUN
1000 LL=LL-1:POKE8164+LL,32:IFLL=0THEN1019
1001 CF=0:BT=0
1002 POKEW,32:FORVC=0TO3:POKEDL(VC),32:NEXTVC
1003 W=7932:DL(0)=7725:DL(1)=7743:DL(2)=8121:DL(3)=8139:FORVC=0TO3:POKEDL(VC)
,0:NEXTVC
1004 POKEW,35
1005 TI$=TI$:GOTO10
1019 PRINT"X":PRINT"X":TAB(6)"BAD LUCK"
1020 PRINT"X":TAB(6)"HIT A KEY"
1030 POKE198,0:WAIT198,1:POKE198,0:RUN
2000 W=TI$:FORZ=175TO128STEP-1:POKES1,Z:FORP=1TO20:NEXTP:POKES1,0:NEXTZ
2005 IFCF=12THEN1000
2010 PRINT"X":PRINT"X":TAB(7)"TIME UP"
2020 PRINT"X":TAB(6)"HIT A KEY"
2030 POKE198,0:WAIT198,1:POKE198,0:RUN
5000 PRINT"+++++++"
5010 PRINT"++"
5020 PRINT"++"
5030 PRINT"++"
5040 PRINT"++"
5050 PRINT"++"
5060 PRINT"++++"
5070 PRINT"++"
5080 PRINT"++++"
5090 PRINT"++"
6000 PRINT"++"
6010 PRINT"++"
6020 PRINT"++++"
6030 PRINT"++"
6040 PRINT"++"
6050 PRINT"++"
6060 PRINT"++"
6070 PRINT"++"
6080 PRINT"++++"
6090 PRINT"++"
7000 PRINT"+++++++"
7010 CO=30720:POKE7932,35
7015 POKE7909,27:POKE7910,28:POKE7911,29
7020 W=7932:LL=3:SC=0
7030 DL(0)=7725:DL(1)=7743:DL(2)=8121:DL(3)=8139:EC=0
7040 TI$="075830"
7045 FORVH=0TO2:POKE8164+VH,35:POKE8164+VH+CO,6:NEXTVH
7050 FORX=0TO7:READP(X):NEXTX
7060 S1=36876:V=36878:POKEV,15
7065 E=39
7066 FORU=0TO7:READT:POKET,E:E=E+1:NEXT
7070 GOTO10
10000 DATA7904,7750,8062,8114,7798,7894,7924,8014
10001 DATA7794,7800,7806,7926,7938,8058,8064,8070
READY.

```



LIST
50 REM Battle of the Tanks
100 REM By Mark Winter.
110 REM Written in compact fashion for maximum speed

```
150 MODE7
200 PROC_INSTRUCT
250 MODE2
260 COLOUR2:PRINTTAB(4,16);"Tank Battle":COLOUR7
350 PROC_INIT
400 PROC_REINIT
450
500 REPEAT
550 REPEAT
600 PROC_KTEST1:PROC_KTEST2:PROC_MIS1:PROC_MIS2:PROC_
MIS1:PROC_MIS2
650 UNTIL WTX<0
700 SOUND16,1,6,30
750 IF WTX<1 THEN X=X+1:Y=Y+2:SELSE X=X:Y=Y:1
800 FORAX=0TO49:GCOL0,RND(7):MOVEX(X)+X,Y(X)+Y
VDU255:NEXT
850 MOVEX(X),Y:GCOL0,BGX:VDUBCX
900 IF SIX(10)ANDS2X<10 THEN PROC_REINIT ELSE FINISHX=
```

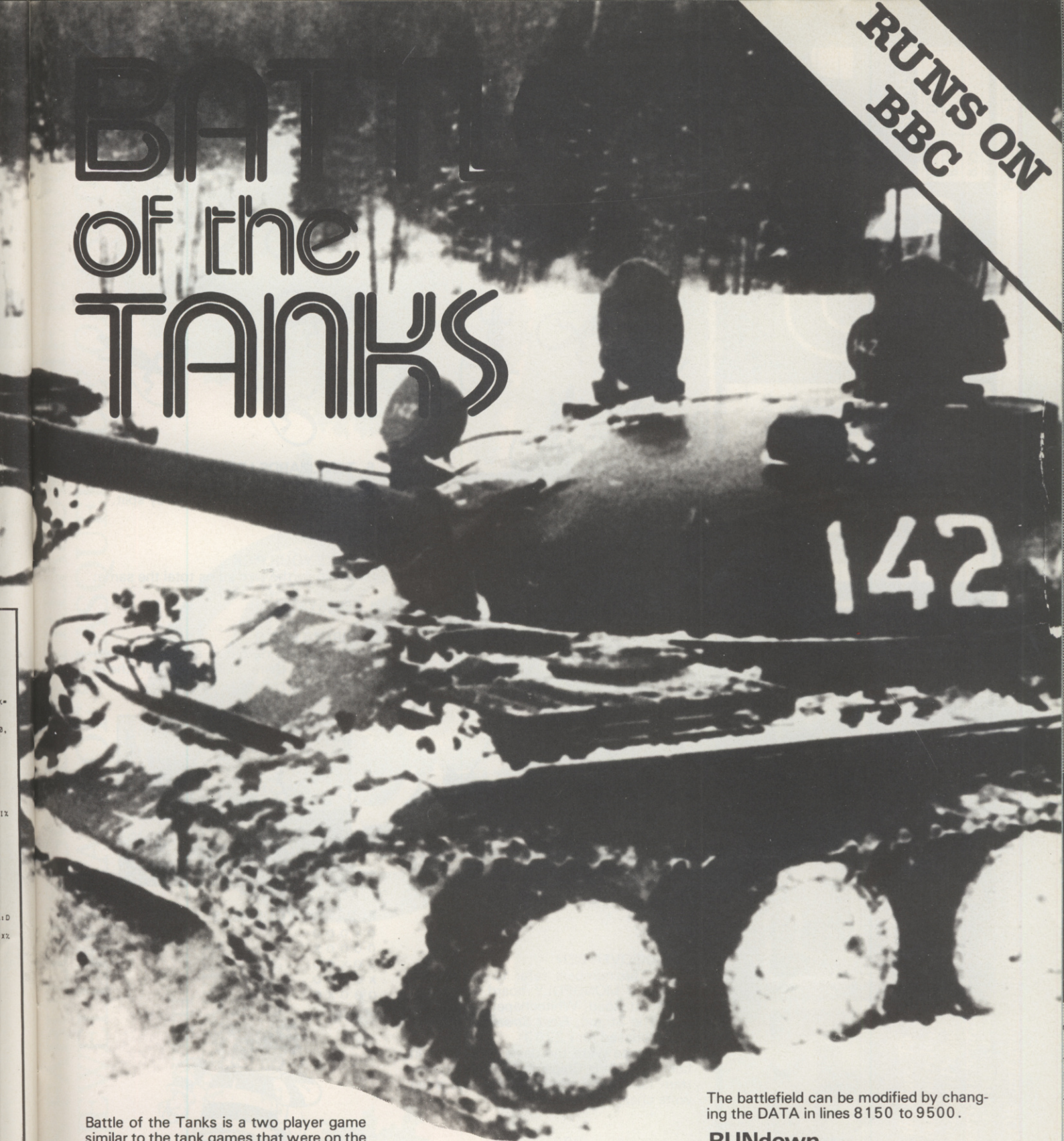
```
1
950 UNTIL FINISHX
1000
1050 PROC_SCORE
1100 VDU4:COLOUR14
1150 FORI=0TO2:PRINTTAB(4,12+I);SPC14:NEXT
1200 PRINTTAB(5,13);"Game Over"
1250 SOUND1,4,100,50
1300 *FX15,1
1310 TIME=0:REPEAT:UNTILTIME=120
1350 AS=GET$:RUN
1400 END
1450
1500
1550 DEF PROC_KTEST1
1600 IF INKEYA1X=-1ANDTRN1X=1THENTICX=TICX-1:IFTICX<MX
THENTICX=MX
1650 IF INKEYA1X=-1ANDTRN1X=1THENGCOL0,BGX:MOVEX1X,Y1X
VDUBCX:GCOL0,TICLX:MOVEX1X,Y1X:VDU TICX:TIDXX=DX(TICX-
TBX):TIDYX=DYX(TICX-TBX):TRN1X=0
1700 IF INKEYC1X=-1ANDTRN1X=1THENTICX=TICX+1:IFTICX>MX
THENTICX=MX
1750 IF INKEYC1X=-1ANDTRN1X=1THENGCOL0,BGX:MOVEX1X,Y1X
VDUBCX:GCOL0,TICLX:MOVEX1X,Y1X:VDU TICX:TIDXX=DX(TICX-
TBX):TIDYX=DYX(TICX-TBX):TRN1X=0
1800 IF INKEYA1X<0-1ANDINKEYC1X<0-1THENTRN1X=1
1850 IF INKEYF1X<0-1THENTRN2X=0
1900 X=TIDXX:Y1X=Y1X:Y2=Y2+Y1X:IF POINT(X+IXXDIV2,Y-
IYXDIV2)=0 THENGCOL0,BGX:MOVEX1X,Y1X:VDU TICX:TIDXX=DX(TICX-
TBX):TIDYX=DYX(TICX-TBX):TRN1X=0
1950 IF POINT(X+IXXDIV2,Y-IYXDIV2)=1THENS2X=S2X+1:WT
X=2:IGCOL0,BGX:MOVEX1X,Y1X:VDUBCX:1X=X:Y2=Y1X:GCOL0,TI
CLX:MOVEX1X,Y1X:VDU TICX:ENDPROC
2000 IF INKEYF1X<0-1ANDINKEYC1X<0-1THENTRN1X=1
31-IN:1MIDYX=DYX(TICX-131-IN):1MIXX=X1X:1MIDYX=1Y1X:1M
IDYX:SOUND0,-15,4,1:SOUND0,-15,6,2:1N1X=200
2050 IF INKEYL1X<0-1THENTRN1X=1:1TIDXX=X1X:1TIDYX=Y1X:IF PO
INT(X+IXXDIV2,Y-IYXDIV2)=0 THENSOUND0,-15,6,1:SOUND0,
-15,5,1:IGCOL0,MNXC:MOVEX1X,Y1X:VDUMNX
2100 ENDPROC
2150
2200 DEF PROC_MIS1
2250 IFF1X=0THENENDPROC
2300 N1X=N1X-2:SOUND0,0,12,-10,N1X,2
2350 CLRX=POINT(M2X+IXXDIV2,M2YX-IYXDIV2):IFCLRX=0ORCLRX=
1THENS2X=S2X+1:WTX=2:F2X=0:ENDPROC ELSE IFCLRX=0ORCLRX=
1THENGCOL0,BGX:MOVEX2X,M2YX:VDUBCX:SEF2X=0:ENDPROC
2400 X=M2X+M2DX:Y=M2YX+M2DYX:CLRX=POINT(X+IXXDIV
2,YX-IYXDIV2):IFCLRX=0ANDCLRX<0TICLX=0:ENDPROC
2450 IFCLRX=1TICLX=THENS2X=S2X+1:WTX=2:F2X=0:ENDPROC ELSE
EM2X=X:M2YX=Y:GCOL0,MXC:MOVEX2X,M2YX:VDU224
2500 ENDPROC
2550
2600 DEF PROC_KTEST2
2650 IF INKEYA2X=-1ANDTRN2X=1THENT2CX=T2CX-1:IFT2CX<MX
THENT2CX=MX
2700 IF INKEYA2X=-1ANDTRN2X=1THENGCOL0,BGX:MOVEX2X,Y2X
VDUBCX:GCOL0,T2CLX:MOVEX2X,Y2X:VDU T2CX:T2DXX=DX(T2CX-
TBX):T2DYX=DYX(T2CX-TBX):TRN2X=0
2750 IF INKEYC2X=-1ANDTRN2X=1THENT2CX=T2CX+1:IFT2CX>MX
THENT2CX=MX
2800 IF INKEYC2X=-1ANDTRN2X=1THENGCOL0,BGX:MOVEX2X,Y2X
VDUBCX:GCOL0,T2CLX:MOVEX2X,Y2X:VDU T2CX:T2DXX=DX(T2CX-
TBX):T2DYX=DYX(T2CX-TBX):TRN2X=0
2850 IF INKEYA2X<0-1ANDINKEYC2X<0-1THENTRN2X=1
2900 IF INKEYF2X<0-1THENTRN2X=0
2950 X=T2DXX:Y2X=Y2X+Y2X:IF POINT(X+IXXDIV2,Y-
IYXDIV2)=0 THENGCOL0,BGX:MOVEX2X,Y2X:VDUBCX:2X=X:Y2=Y2X
Y1X:GCOL0,T2CLX:MOVEX2X,Y2X:VDU T2CX:T2DXX=DX(T2CX-
TBX):T2DYX=DYX(T2CX-TBX):TRN2X=0
3000 IF POINT(X+IXXDIV2,Y-IYXDIV2)=1THENS1X=S1X+1:WT
X=1:IGCOL0,BGX:MOVEX2X,Y2X:VDUBCX:2X=X:Y2=Y2X:GCOL0,T2
CLX:MOVEX2X,Y2X:VDU T2CX:ENDPROC
3050 IF INKEYF2X=-1ANDF2X=0THENF2X=1:M2DX=DX(T2CX-1
31-IN):1M2DYX=DYX(T2CX-131-IN):1M2X=X2X+M2DX:1M2Y=Y2X+M
2DYX:SOUND0,-15,4,1:SOUND0,-15,6,2:1N2X=200
3100 IF INKEYL2X<0-1THENTRN2X=1:T2DXX=X2X:T2DYX=Y2X:IF PO
INT(X+IXXDIV2,Y-IYXDIV2)=0 THENSOUND0,-15,2,2:SOUND1,
```

```
-15,0,2:IGCOL0,MXC:MOVEX1X,Y1X:VDUMNX
3150 ENDPROC
3200
3250 DEF PROC_MIS2
3300 IFF2X=0THENENDPROC
3350 N2X=N2X-2:SOUND3,-10,N2X,1
3400 CLRX=POINT(M2X+IXXDIV2,M2YX-IYXDIV2):IFCLRX=1TICL
XTHENS2X=S2X+1:WTX=2:F2X=0:ENDPROC ELSE IFCLRX=0ORCLRX=
1THENGCOL0,BGX:MOVEX2X,M2YX:VDUBCX:SEF2X=0:ENDPROC
3450 X=M2X+M2DX:Y=M2YX+M2DYX:CLRX=POINT(X+IXXDIV
2,YX-IYXDIV2):IFCLRX=0ANDCLRX<0TICLX=0:ENDPROC
3500 IFCLRX=1TICLX=THENS2X=S2X+1:WTX=2:F2X=0:ENDPROC ELSE
EM2X=X:M2YX=Y:GCOL0,MXC:MOVEX2X,M2YX:VDU224
3550 ENDPROC
3600
3650 DEF PROC_SCORE
3700 VDU30,13
3750 GCOL0,7:VDU4:PRINT TAB(0,1);"TANK1: ";S1X:TAB(11,
1);"TANK2: ";S2X
3800 VDU5
3850 ENDPROC
3900
3950
4000 DEF PROC_INSTRUCT
4050 CLS:SZ=12:SZ=" "
4100 PROC_TITLE("Tank Battle By M.P.Winter")
4150 PRINT SPC3;CHR$129;"KEYS:"
4200 PRINTSPC3;CHR$129;"===== "
4250 PRINTSPC(5X-8)CHR$130;"PLAYER 1"
4300 PRINTSPC(5X-8)CHR$130;"----- "
4350 PRINTS" CAPS LOCK - ANTICLOCKWISE"
4400 PRINTS" CTRL - CLOCKWISE"
4450 PRINTS" Q - FORWARD"
4500 PRINTS" W - FIRE"
4550 PRINTS" E - LAY MINES"
4600 PRINTSPC(5X-8)CHR$131;"PLAYER 2"
4650 PRINTSPC(5X-8)CHR$131;"----- "
4700 PRINTS" - ANTICLOCKWISE"
4750 PRINTS" - CLOCKWISE"
4800 PRINTS" I - FORWARD"
4850 PRINTS" J - FIRE"
4900 PRINTS" J - LAY MINES"
4950 PRINT:PRINT
5000 VDU136,134,157,132:PRINT" HIT A KEY TO CONTIN
UE":VDU137:*FX15
5050 AS=GET$
5100 ENDPROC
5150
5200 DEF PROC_TITLE(A$):FORI=0TO1:VDU49DB5,48DB4,1PRI
NTSPC(16-LENADIV2):A$NEXT:VDU135,157:PRINT:ENDPROC
5250 DEF PROC_CEN(A$):PRINTTAB(20-LEN(A$)/2);A$:ENDPRO
C
5300
5350 DEF PROC_INIT
5360 VDU23:0202:0:0:0
5380 A1X=-65:C1X=-2:FD1X=-17:FR1X=-34:L1M1X=-35
5400 A2X=-183:C2X=-184:FD2X=-88:FR2X=-73:L2M2X=-89
5450 VDU5
5500 FINISHX=0
5600 IN=96:MX=227:MX=234:BCX=226
5650 DTIMX=0
5700 XGMX=1280:YGMX=1024:NGX=5:XTMX=20:YTMX=32:1XX=XGM
X/XTMX:1YX=YGMX/YTMX
5750 BDX=0:TICLX=4:T2CLX=3:HCX=1
5800 DIM DXX(7),DYX(7)
5850 S1X=0:S2X=0
5900 IMX=0
5950 TICX=134+IN:T2CX=132+IN
6000 TIDXX=X1X:TIDYX=-Y1X:T2DXX=X1X:T2DYX=Y1X
6050 FORA=0TO7:READDXX(A),DYX(A):NEXT
6100 DAT00,1XX,1YX,1YX,1XX,0,1XX,-1YX,-1YX,-1XX,-1YX
-1XX,0,-1XX,1YX
6150 CBX=224
6200 TBX=227
6250 VDU23,CBX,0,0,0,24,24,0,0,0:VDU23,CBX+1,0,66,36,2
4,24,36,66,0
6300 VDU23,CBX+2,255,255,255,255,255,255,255
6350 REM Tank Characters
6400 VDU23,CBX+3,0,0,0,42,62,62,62,34
6450 VDU23,CBX+4,1,2,20,56,124,248,40,32
```

```
6500 VDU23,CBX+5,0,0,248,112,127,112,248,0
6550 VDU23,CBX+6,32,40,248,124,56,20,2,1
6600 VDU23,CBX+7,34,62,62,62,42,8,8,8
6650 VDU23,CBX+8,4,12,31,62,20,40,64,120
6700 VDU23,CBX+9,0,0,31,14,254,14,31,0
6750 VDU23,CBX+10,128,64,40,20,62,31,12,4
6800
6850 VDU23,CBX+11,0,126,126,126,126,126,0
6900 VDU23,CBX+12,0,66,66,90,90,66,60,0
6950 TPX=1023-IYXDIV2+5:BTX=IYXDIV2-1:LTX=IXXDIV2:RTX=
1288-IXXDIV2
7000 ENVELOPE1,2,0,0,0,0,0,127,0,0,-1,0,126
7050 ENVELOPE4,1,-15,-15,-15,240,240,240,20,0,0,-20,
126,126
7100 TRN1X=1:TRN2X=1
7150 MNXC=1:MNXC=CBX+1
7200
7250 DIMX(49),YX(49):IX=0
7300 VDU23,255,0,0,56,56,56,0,0
7350 FORR=0TO280:STEP50
7400 FORP=0TO(2*PI)STEP2*PI/10
7450 XX(IX)=R+COSP+RND(40):YX(IX)=R+SINP+RND(40):IX=IX
+1:NEXT:IX
7500 ENDPROC
7550
7600 DEF PROC_REINIT
7650 BS=CHR$(BCX):CS=" "
7700 X1X=1XX+5:Y1X=1YX+0:1X=1X+5:Y2X=1YX+12-1
7750 CLS:FIX=0:F2X=0
7800 PROC_SCORE:WTX=0
7850 TIME=0
7900 GCOL0,5
7950 MOVELT,BTX:DRAWLTX,TPX:DRAWRTX,TPX:DRAWRTX,BTX:D
RAWLTX,BTX
8000 MOVE1XX-1,1YX-1:DRAW1XX-1,1024-1YX+3:DRAW1280-1XX
,1024-1YX+3:DRAW1280-1XX,1YX-1:DRAW1XX-1,1YX-1
8050 REM PLOT BARRIERS
8100 GCOL0,2
8150 DATA " "
8200 DATA " 88 8 8 8 8 8 "
8250 DATA " "
8300 DATA " 88 8 "
8350 DATA " "
8400 DATA " 8 8 "
8450 DATA " 8 88888 "
8500 DATA " "
8550 DATA " 8 8 8 "
8600 DATA " 8 "
8650 DATA " "
8700 DATA " "
8750 DATA " 8 "
8800 DATA " 8 8 8 8 "
8850 DATA " "
8900 DATA " "
8950 DATA " "
9000 DATA " 8 8 8 8 "
9050 DATA " "
9100 DATA " 8 8 8 8 8 888 8 "
9150 DATA " 8 8 8 8 "
9200 DATA " "
9250 DATA " 8 8 8 8 "
9300 DATA " 8 8 8 8 "
9350 DATA " 888 8 8 8 8 "
9400 DATA " 88888 8 8 888 8 8 "
9450 DATA " 8 8 8 8 "
9500 DATA " "
9550
9600
9610 VDU4:COLOUR2
9650 RESTOREB150
9700 FORI=1TO20
9750 READ DA$
9800 PRINTTAB(1,1+2)I
9850 FORJ=1TO10
9900 IF MID$(J,1)="" THEN PRINT" "ELSE VDUBCX+12
9950 NEXT
10000 NEXT
10010 VDU5:COLOUR7
10050
10100 GCOL0,0:MOVEX1X,Y1X:VDUBCX:MOVEX2X,Y2X:VDUBCX
10150 GCOL0,TICLX:MOVEX1X,Y1X:VDU TICX:GCOL0,T2CLX:MOVE
X2X,Y2X:VDU T2CX
10200 ENDPROC
```


BATTLE of the TANKS

**RUNS ON
BBC**



Battle of the Tanks is a two player game similar to the tank games that were on the original home video games some years ago. This version has much more exiting graphics, sound, and colour. An added bonus is a mine laying feature that lets any tank lay one or more mines. These will blow up any tank (even your own) that drives into them.

The battlefield is strewn with obstacles which cannot be shot, but neither can they harm you. They just get in the way.

The controls are similar for each side of the keyboard. The program could be modified for joysticks by changing PROC_ktest1 and PROC_ktest2. Controls are:

Player 1
CAPS LOCK
CTRL
Q
W
E

Anti-clockwise.
Clockwise.
Forward.
Fire.
Lay mines.

Player 2

,
.
;
:

Anti-clockwise.
Clockwise.
Forward.
Fire.
Lay mines.

The battlefield can be modified by changing the DATA in lines 8150 to 9500.

RUNdown

PROCedure
instruct
init
reinit
ktest1
ktest2
mis1

mis2

score
title
cen

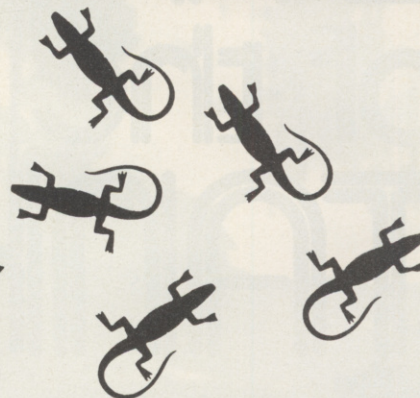
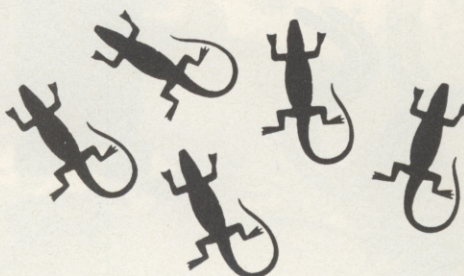
Action
Print instructions.
Initialization.
Re-initialization.
Test player 1's keys.
Test player 2's keys.
Update player ones
missile.
Update player two's
missile.
Print out score.
Print out titles.
Center string.

P U Z Z L E S

ANSWERS

1. IT'S IN THE BAG

POTATO. All the other words are composed of letters which can be reversed from side to side, ie. they look the same when viewed in a mirror. The letter 'P' in 'POTATO' does not.



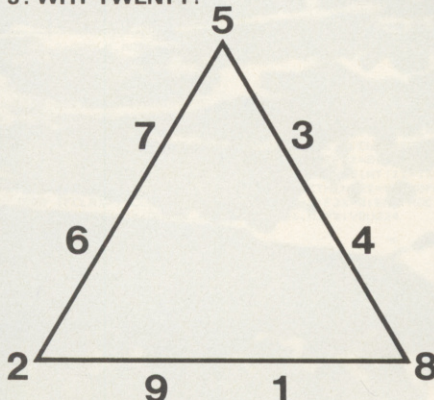
5. TEN LIZARDS LEAPING

Two fathers, two sons = grandfather, father, son. Hence the three-way split.

2. IF PIGS COULD FLY...

No matter how the poacher tries to climb, because they are both equal in weight and counterbalanced, the pig will remain opposite.

3. WHY TWENTY?

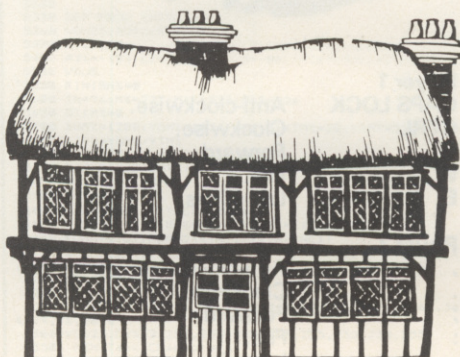


Can you find any other variations?

4. TAKEOVER BID?

220. The numbers refer to the streets around a MONOPOLY board beginning. Old Kent Road, Whitechapel... and ending The Strand, Fleet Street (which can be purchased for £220.)

(Those were the days — a street in London, Fish & Chips and still change for tram fare home. Even an arm and a leg were cheaper than...)



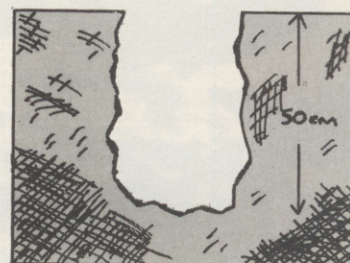
6. TAKE YOUR PICK

Surprisingly the two sums total the same:

1,083,676,269.

7. DIRTY TRICKS

None. There is no dirt in a hole. (Is there anyone out there still falling for these sucker traps?)



8. PAYING YOUR BILLS

O X O O
O O O X
O O X O
X O O O
O O O X



9. FOOTBALL CRAZY

Just in case the answer isn't immediately obvious the imaginary fixture is in fact Northampton Town v Cambridge Utd.

As there's a mystery prize for the correct answers we're not telling you the solution until next month!

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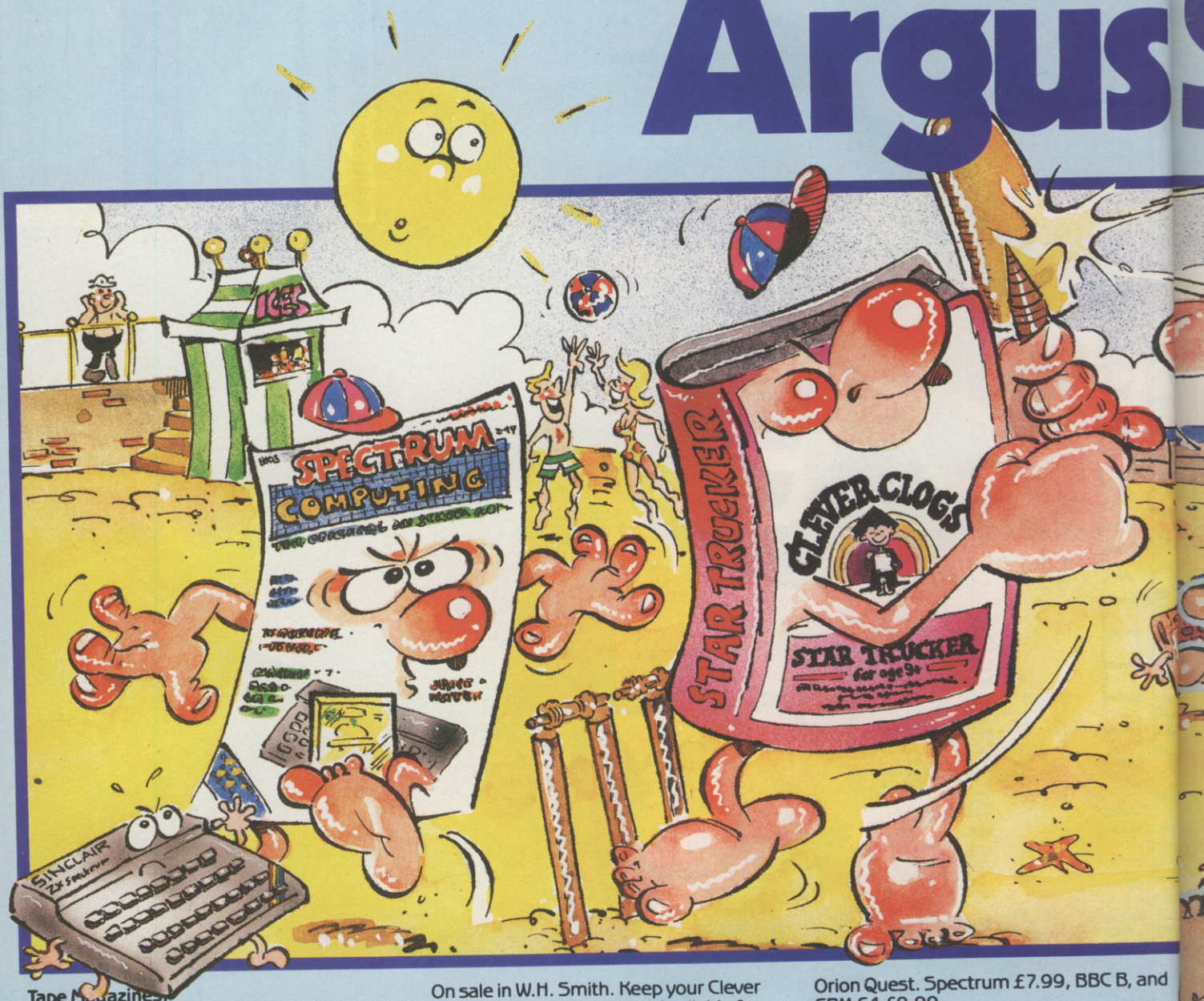
Post Code

Tel:

Date

SUITABLE FOR	BBC B	ORIC/ATMOS 48	DRAGON 32
SPECTRUM 48	CBM 64	VIC 20 EX	AMSTRAD
COMPUTER	PRELUDE/FINALE	QTY.	PRICE
			8.95
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48 hour despatch - GC			Price incl. p & p U.K. only
			TOTAL

9 Out of 10 said they Argus



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*When asked to express a preference



I have been touring through the mountains of Transylvania for several weeks now. Unfortunately my car ran out of petrol and I was left stranded at the side of the road. The mist was swirling down the hillside and night was falling when suddenly a horse-drawn cart drew up and the driver offered me a lift. An offer like this was too good to be true, but I accepted it anyway and we rode off into the night. I was beginning to doze off when a loud howl in the distance awoke me with a jolt. The noise frightened the horses as well and they

Here I am at the side of a very eerie looking road with nothing in my pocket in a very

dangerous area of Transylvania. I must try to find petrol and other 'treasures' and escape from the clutches of the 'Count of Darkness'. Please help me by giving me instructions in the form of two word sentences such as GET SLUG, EAT SLUG.

Here is a list of some of the words I understand.

GET, DROP, TAKE, N, S, W, E (for directions), READ, SCORE, LIGHT, BUY, GRAB, LEAVE, THROW, CHUCK, PRAY, GIVE, WAIT, SWIM, SAIL, JUMP, ROW, CLIMB, UP, DOWN, OUT, INVENTORY, EAT, DRINK, SHOOT, KILL, ATTACK, HIT, CHOP, HELP, EXAMINE, SEARCH, PULL, PUSH, FEED, USE, INSERT

VAMPIRE CASTLE

AIMS

1. When writing this program, I wanted to create an adventure game which would work with the minimum changes in the majority of home computers. To achieve this aim required that the program doesn't use some of the more advanced features of the BASICs of machines like the BBC micro.

2. Integer variables have been widely used (A% rather than A) because they run much faster in most machines.

3. I have included details of changes needed for the BBC, ELECTRON, ORIC, and COMMODORE 64 in REM statements. These are summarised below:

a) CLS... clears the screen... change to PRINT statement in COMMODORE 64

b) PRINT CHR\$ is used to select colour in TEXT mode in ORIC/MODE 7 in BBC... ELECTRON users should use MODE 6 and select colour with a VDU19 statement.

c) I have avoided using the ELSE statement which is not available on all machines.

d) The variables are set to zero at the start of the game. This is not necessary on all machines as they will have to be zero'd in the BBC/ELECTRON.

Variables Used

A%	holds score
P%	holds current location
S%(X%,Y%)	holds map
B%-Z%	set flags
Q\$(X)	holds description of locations
G\$(x)	holds descriptions of objects
PP%	test for object
Z\$	input instruction

B\$,C\$,D\$
L\$
N\$(X)
N%(X)
B%(X,1)

first few letters of word
second word of input
words understood
pointer to word
pointer to object

HOW IT WORKS

100-130
140

set variables
call instructions
subroutine
fill arrays

150-160
170
190-800

score routine
main control loop which describes location/items etc., asks for input and calls subroutine
go north etc.

420-460
2200-3070
3080-3100
3110-3320

data for game
lose game
title/instructions


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10 REM ADVENTURE GAME FOR COMMODORE 64 AND OTHER MICROCOMPUTERS
20 REMAINTH OVER 32K OF MEMORY
30 REM WRITTEN TO BE EASILY TRANSPORTABLE
40 REM BY S.W. LUCAS IN AUGUST 1983
50 REM CONVERSIONS NEEDED FOR BBC MICRO AND ORIC1 48K
60 REM ARE INCLUDED AS REM STATEMENTS
70 REM BBC MICRO - CHANGE THIS LINE TO MODE 7
80 REM ORIC 1 - CHANGE THIS LINE TO TEXT:GRAB & CHOOSE COLOUR FOR PAPER & INK
90 PRINT "J"
100 DIM S$(62,4),V$(3),B$(60,1),N$(69),M$(69),X$(39),O$(85),G$(53)
109 REM IT IS ONLY NECESSARY TO SET VARIABLES TO ZERO ON BBC MICRO !
110 A$=0:B$=0:C$=0:X$=0:Y$=0:Z$=0:J$=0:K$=0:L$=0:M$=0:P$=2
120 REM P$ SET TO 2 DETERMINES THE START LOCATION
130 A#0:R#0:AC#0:AD#0:AE#0:AF#0:AG#0:AH#0:AI#0:AJ#0:AK#0:AL#0:AM#0:AN#0
140 AO#0:AP#0:AQ#0:AR#0:AS#0:AT#0:AU#0
150 GOSUB 10000
160 RESTORE
170 GOSUB 11000
180 GOSUB 12000
200 REM BBC & ORIC1 USE CLS
210 PRINT "J" REM EQUIVALENT TO CLS
220 PRINTTAB(5);CHR$(158);"I AM":PRINTO$(P$)
221 REM CHANGE COLOUR WITH PRINT CHR$(131) TO SET TO YELLOW - ORIC & BBC
225 REM FOR ORIC 1 YOU MUST INSERT X=FE(" ") TO FORCE GARBAGE COLLECTION
230 A$="":IF S$(P$,1)>0 THEN A$="NORTH"
240 GOSUB 13000
250 IF S$(P$,2)>0ANDLEN(A$)>0THEN A$=A$+" SOUTH"
251 IF S$(P$,2)>0ANDLEN(A$)>0THEN A$=A$+" SOUTH"
255 IF S$(P$,3)>0ANDLEN(A$)>0 THEN A$=A$+" EAST"
260 IF S$(P$,3)>0ANDLEN(A$)>0THEN A$=A$+" EAST"
265 IF S$(P$,4)>0ANDLEN(A$)>0THEN A$=A$+" WEST"
270 IF S$(P$,4)>0ANDLEN(A$)>0THEN A$=A$+" WEST"
275 IF S$(P$,1)>0ANDS$(P$,2)=0ANDS$(P$,3)=0ANDS$(P$,4)=0THEN A$="NOWHERE AT ALL"
280 IF W$=10 THEN GOTO 15000
285 PRINT:PRINT"I CAN GO:";PRINT$
290 E=0:FOR T=1 TO 51:PP$=0:IF W$(T,1)=P$ THEN PP$=1
295 IF PP$=1 THEN GOTO 310
300 NEXT T:GOTO 350
310 IF E=0ANDG$(T,1)>0 THEN PRINT"I CAN SEE:-"
320 PRINT G$(T,1):E=E+1:GOTO 300
350 PRINT:INPUT"WHAT SHOULD I DO?";Z$
355 C$=LEFT$(Z$,3):B$=LEFT$(Z$,2):PRINT "J"
370 IF B$="N"ANDS$(P$,1)>0 THEN P$=S$(P$,1):GOTO 210
375 IF B$="W"ANDS$(P$,4)>0 THEN P$=S$(P$,4):GOTO 210
380 IF B$="S"ANDS$(P$,2)>0 THEN P$=S$(P$,2):GOTO 210
385 IF B$="E"ANDS$(P$,3)>0 THEN P$=S$(P$,3):GOTO 210
390 IF B$="SE" THEN GOSUB 13000:PRINT"YOU HAVE SCORED ";A$;" OUT OF 10":GOTO 220
391 IF C$="RE" THEN PRINT"I NEED MY GLASSES!":GOTO 220
395 IF C$="LG" THEN PRINT"HOW!":GOTO 220
400 IF C$="BU" THEN PRINT"BUT I HAVE NO MONEY!!":GOTO 220
405 IF C$="GE" OR C$="GR" OR C$="TA" THEN GOTO 600
410 IF C$="DR" OR C$="LE" THEN GOTO 800
412 IF C$="TH" OR C$="CH" THEN GOTO 800
415 IF C$="PR" THEN GOTO 850
418 IF C$="GI" THEN GOTO 900
419 IF C$="WA" THEN PRINT"O.K.":FOR X=1 TO 1000:NEXT X:GOTO 220
420 IF C$="SI" THEN GOTO 950
422 IF C$="RO" OR C$="SA" THEN GOTO 1000
425 IF C$="JU" THEN GOTO 1050
428 IF C$="CL" THEN GOTO 1100
430 IF Z$="GO UP" OR C$="UP" THEN GOTO 1150
432 IF Z$="GO DOWN" OR C$="DO" THEN GOTO 1200
435 IF Z$="GO OUT" OR C$="OU" THEN GOTO 1250

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438 IF Z$="GO IN" OR C$="IN" THEN GOTO 1300
440 IF B$="GO" THEN PRINT"JUST USE THE FIRST LETTER":GOTO 220
442 IF C$="IN" THEN GOTO 1400
445 IF C$="ET" THEN GOTO 1450
448 IF LEFT$(Z$,5)="DRINK" THEN GOTO 1500
450 IF C$="SH" OR C$="KIL" OR C$="ATT" OR C$="HIT" THEN GOTO 1600
452 IF C$="CH" THEN GOTO 1650
455 IF C$="HEL" THEN GOTO 1700
458 IF C$="EVA" THEN GOTO 1850
460 IF C$="SEA" THEN GOTO 1900
462 IF C$="PUL" THEN GOTO 1950
465 IF C$="PUS" THEN GOTO 2000
468 IF C$="FEE" THEN GOTO 2100
470 IF C$="USE" THEN GOTO 2150
475 IF C$="INS" THEN GOTO 2200
480 IF B$="FU" OR B$="PI" OR B$="BU" THEN GOTO 2300
495 IF B$="N" OR B$="S" OR B$="E" OR B$="W" THEN PRINT"I CAN'T GO THAT WAY"
500 PRINT$(1):GOTO 220
600 GOSUB 8500
601 IFL%=1 THEN GOTO 605
602 GOTO 220
605 E$=0
610 FOR H=1 TO 51:IF B$(H,1)=P$ANDB$(H$(R),1)=P$ THEN E$=1
615 NEXT
620 IF E$=0 THEN GOTO 220
625 IFR=42 THEN A$=1
626 IFR=29 THEN A$=1
627 IFR=41 THEN A$=1
628 IFR=26 THEN PRINT"NOT LIKELY! IT SMELLS TERRIBLE":GOTO 220
629 IFR=28 THEN PRINT"I'M NOT A VAMPIRE!":GOTO 220
630 IFR=32 THEN PRINT"DON'T BE STUPID!":GOTO 220
631 IFR=59 OR R=60 THEN PRINT"DON'T BE DAFT!":GOTO 220
632 IF P$=18 AND R=53 THEN PRINT"AAAGGH! IT COVERS ME IN SLIME":GOTO 9500
633 IFR=37 OR R=38 THEN PRINT"IT DOESN'T LIKE THAT!":GOTO 9500
634 IFR=47 THEN A$=1
635 IFR=48 AND A$=1 THEN PRINT"IDIOT! I CAN'T CARRY A TREE":GOTO 220
636 IFR=56 THEN PRINT"I CAN'T REMOVE IT":GOTO 220
637 IFR=54 THEN A$=1
638 IFR=62 OR R=63 THEN PRINT"DON'T BE AN IDIOT!":GOTO 220
639 IFR=19 OR R=20 THEN A$=1
640 IFR=18 THEN A$=1
641 IFR=9 OR R=10 THEN A$=1
689 E$=0
690 FOR D=1 TO 3:IF V$(D)=0 THEN V$(D)=G$(N$(R)):E$=1:D=5
691 NEXT
692 IF E$=0 THEN PRINT"SORRY I CAN'T CARRY ANY MORE":GOTO 220
693 PRINT"O.K.":B$(N$(R),1)=0:GOTO 200
700 GOSUB 8500
705 IFL%=1 THEN PRINT"SORRY. I HAVEN'T GOT A ";L$:GOTO 220
710 E$=0
715 FOR D=1 TO 3:IF V$(D)=G$(N$(R)): THEN V$(D)=0:E$=1
720 NEXT
725 IF E$=0 THEN PRINT"SORRY. I DON'T HAVE IT!":GOTO 220
730 B$(N$(R),1)=P$
731 PRINT "J"
735 IFR=42 THEN A$=0
736 IFR=29 THEN A$=0
737 IFR=41 THEN A$=0
738 IFR=47 THEN A$=0
739 IFR=54 THEN A$=0
740 IFR=19 OR R=20 THEN A$=0
741 IFR=9 OR R=10 THEN A$=0
799 GOTO 220

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VAMPIRE CASTLE

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880 PRINT"I'M NOT THROWING ANYTHING HERE!" GOT0220
950 IFP%<46THENPRINT"O.K. NOTHING HAPPENS!" GOT0220
855 PRINT"WOW! I'VE NEVER SEEN ANYTHING SO SPECTACULAR"
960 PRINT"A FLASH OF LIGHTENING HAS JUST SMASHED A WAY OUT!"
865 S%<46,4>=45:G%<46>="INSIDE A TEMPLE WITH A LARGE HOLE IN THE WALL"
980 IFP%<5THENPRINT"NOT HERE!" GOT0220
905 GOSUB8500
906 IF<R=90RR=10>THENIFR%<1THENPRINT"I HAVEN'T GOT IT!" GOT0220
910 IF<R=90RR=10THENPRINT"THE WIZARD THANKS ME, READS THE BOOK, SAYS A SPELL AND"
915 IFR=90RR=10THENPRINT"GIVES IT BACK" S%<5,3>=7:PRINT"A PASSAGE OPENS EAST"
916 GOT0220
934 IFR=46THENPRINT"NOT LIKELY!" GOT0220
950 IFP%<210RP%<200RP%<18THENPRINT"YOU DANGEROUS HERE!" GOT0220
955 IFP%<15THENPRINT"THAT WAS FUN" P%<16 GOT0220
960 IFP%<16THENPRINT"O.K." P%<16 GOT0220
965 PRINT"HOW CAN I SWIM HERE ? DUMMY" GOT0220
1000 IF<P%<140RP%<15>ANDR%<1THENPRINT"THE BOAT'S GOT A HOLE IN IT" GOT0220
1005 IFP%<140RP%<15THENPRINT"I NEED A BOAT" GOT0220
1010 PRINT"NOT HERE!" GOT0220
1050 IFP%<25THENPRINT"O.K. THAT WAS EXCITING, BUT I DIDN'T GET ANYWHERE" GOT0220
1055 PRINT"I MADE IT! SURE GLAD THE SAND WAS SOFT" P%<26 GOT0220
1100 IFP%<26THENPRINT"DON'T BE SILLY!" GOT0220
1110 IFR%<1THENPRINT"I NEED A ROPE!" GOT0220
1120 PRINT"O.K. I HAVE MANAGED TO HOOK THE ROPE ON AND CLIMBED UP!" P%<25 GOT0220
1150 IFP%<26THENPRINT"DON'T BE SILLY!" GOT0220
1151 PRINT"I SUPPOSE I COULD CLIMB IT IF I HAD A ROPE!" GOT0220
1200 IFP%<25THENPRINT"DON'T BE AN IDIOT!" GOT0220
1201 PRINT"I HAVE JUST SLIPPED!" GOT09500
1250 IFP%<14THENPRINT"HOW?" GOT0220
1260 PRINT"O.K." P%<13 GOT0220
1300 IFP%<33THENPRINT"THE WAY IN IS WEST" GOT0220
1305 IFP%<13THENPRINT"DON'T BE SILLY!" GOT0220
1310 PRINT"O.K." P%<14 GOT0220
1400 PRINT:PRINT:PRINT"I AM CARRYING..." P%<0
1405 FORH=1TO3:IFV%<H>="" THENPRINTV%<H>:P%<1
1407 NEXT IFP%<0THENPRINT"NOTHING AT ALL!"
1410 GOT0220
1450 PRINT"I'M NOT HUNGRY!" GOT0220
1500 GOSUB8500
1505 IFR=190RR=20ANDR%<1THENPRINT"I HAVEN'T GOT IT" GOT0220
1510 IFR=190RR=20THENPRINT"I AM VERY DRUNK!" G%<11>="AN EMPTY GLASS" GOT0220
1515 IFR=230RR=24THENPRINT"I CAN'T STAND COFFEE" GOT0220
1520 IFR=300RR=31THENPRINT"NOT LIKELY, I'D BE PLASTERED!" GOT0220
1525 IFR=67THENPRINT"I DON'T LIKE SOUP" GOT0220
1526 PRINT"WHAT AM I SUPPOSED TO DRINK?" GOT0220
1580 GOSUB8500
1585 IFR=35ANDR=37THENPRINT"THOSE FANGS OF HIS DUG INTO MY NECK!" GOT09500
1606 IFR=8ANDR=38THENPRINT"AAAAAGGGHH!! IT KILLED ME" GOT09500
1610 IFP%<27ANDR=32THENPRINT"I GET ARRESTED AND HUNG FOR MURDER" GOT09500
1615 IFP%<27ANDR=39THENPRINT"O.K." G%<26>="A DEAD LIZARD" GOT0220
1620 IFP%<10ANDR=38THENPRINT"I AM COVERED WITH SLIME!" GOT09500
1625 IFP%<23ANDR=60ANDR%<1THENPRINT"O.K." G%<43>="A DEAD GOBLIN" GOT0220
1626 IFP%<23ANDR=60THENPRINT"I HAVE NOTHING TO GET IT WITH!" GOT09500
1630 IFR=590RR=66THENPRINT"THAT WOULD BE BAD LUCK" GOT0220
1633 PRINT"WHAT DO YOU WANT ME TO ATTACK?" GOT0220

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1650 IFR%<1THENPRINT"I NEED AN AXE" GOT0220
1655 IFP%<5THENPRINT"NOT HERE!" GOT0220
1660 PRINT"O.K." G%<34>="A PILE OF FIREWOOD" N%<48>="WOOD" AD=1 GOT0220
1700 IFP%<4THENPRINT"WATCH OUT THERE'S A SLUG ABOUT" GOT0220
1701 IFP%<34THENPRINT"OAK PANELS CAN OFTEN BE MOVED!" GOT0220
1705 IFP%<46THENPRINT"I'M NOT VERY RELIGIOUS BUT I'D TRY PRAYING!" GOT0220
1710 IFP%<13THENPRINT"WHY NOT GO IN" GOT0220
1715 IFP%<48THENPRINT"WHY NOT TRY SEARCHING AROUND HERE?" GOT0220
1716 IFP%<38THENPRINT"GARLIC OR A CRUCIFIX MIGHT HELP HERE"
1800 PRINT"I'M SORRY I CAN'T THINK OF ANYTHING TO DO HERE!" GOT0220
1850 PRINTCHR$(158);"I CAN'T SEE ANYTHING SPECIAL" GOT0220:REM CHOOSE COLOUR
1900 IFP%<48THENPRINT"I HAVEN'T FOUND ANYTHING!" GOT0220
1905 IFR%<5THENPRINT"I HAVE FOUND SOMETHING!" G%<5>="ANTIQUE CASKET"
1906 AF=1 GOT0220
1950 IFP%<42THENPRINT"I CAN'T SEE ANYTHING HERE TO PULL" GOT0220
1955 PRINT"O.K. THE PANEL SWINGS ASIDE AND I GO OUT" P%<34 GOT0220
2000 IFP%<34THENPRINT"NOTHING HAPPENED" GOT0220
2005 PRINT"THE PANEL SWUNG ASIDE PULLS ME WITH IT" P%<42 GOT0220
2100 PRINT"DON'T BE DAFT" GOT0220
2150 GOSUB8500
2155 IFP%<10ANDR=54ANDR%<1THENPRINT"THAT'S DONE THE TRICK" S%<10,3>=11
2156 IFP%<10ANDR=54ANDR%<1THENR%<38>="A SHRIELLED SLUG" GOT0220
2157 IFR=54ANDR%<0THENPRINT"NO SALT!" GOT0220
2158 IFP%<35ANDR=18ANDR%<1THENPRINT"THAT'S DONE THE TRICK!" S%<35,1>=36
2159 IFP%<35ANDR=18ANDR%<1THENR%<24>="A CLOAK" GOT0220
2160 IFP%<35 ANDR=18THENPRINT"I HAVEN'T GOT A CRUCIFIX"
2168 PRINT"CAN'T USE "L% GOT0220
2200 PRINT"NOT AT THE MOMENT" GOT0220
2300 PRINT"J" REM CLS EQUIVALENT
2305 PRINTCHR$(158);"YOU FOUL MOUTHED PERSON!" REM YELLOW=CHR$(131) -BBC & ORIC
2310 PRINT"WHAT HAVE YOU GOT TO SAY FOR YOURSELF"
2315 INPUTZ$:IFLEFT$(Z$,3)<>"SOR"THENPRINT"O.K. BE LIKE THAT THEN" END
2320 PRINT"APOLOGIES ACCEPTED" GOT0220
8500 L%="" FORH=1TOLEN(Z%):IFMID$(Z%,H,1)=" " THENL%<RIGHT$(Z%,LEN(Z%)-H):H=H+6
8505 NEXT
8510 R=0
8515 L%<0:IFLEN(L%<2)THENRETURN
8520 FORH=1TO69:IFLEFT$(NR$(H),LEN(L%))<L% THENL%<1 R=H
8525 NEXT:RETURN
8590 END
9000 DATA 4.0,3.2,AT THE SIDE OF THE ROAD, THERE IS A FOOTPATH GOING NORTH.
9005 DATA 0.0,1.0,AT THE SIDE OF THE ROAD, A FALLEN TREE BLOCKS THE WAY WEST.
9010 DATA0.0,0.1,ON A ROAD, A HOWLING WOLF BLOCKS THE WAY EAST.
9015 DATA10.1,5.9,AT A JUNCTION IN THE FOOTPATH.
9020 DATA0.6,0.4,IN A DARK AND GLOOMY FOREST.
9025 DATA5.0,0.0,IN A CLEARING IN THE FOREST.
9030 DATA0.9,0.5,IN SPOOKY FOREST.
9035 DATA7.0,0.0,BY A CAVE ENTRANCE BLOCKED BY A LARGE BOULDER.
9040 DATA0.0,4.0,BY A LOCKED AND SHUTTERED COTTAGE.
9045 DATA23.4,0.0,ON A NARROW FOOTPATH.
9050 DATA22.0,12.10,ON A WIDE FOOTPATH.
9055 DATA21.0,0.1,AT A DISUSED MARINA.
9060 DATA19.15,0.0,OUTSIDE A HUT.
9065 DATA0.0,0.0,INSIDE THE HUT, IT IS FULL OF COBWEBS.
9070 DATA13.0,61.0,BY THE SIDE OF A LAKE.

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9075 DATA0,0,17,0,AT THE FAR SIDE OF THE LAKE.
 9080 DATA0,0,0,16,BY AN OLD MOTOR LAUNCH.
 9085 DATA0,13,19,20,ON A TOWPATH.
 9090 DATA0,0,0,18,ON A TOWPATH. THE WAY EAST IS BLOCKED BY A PILE OF BOULDERS.
 9095 DATA0,0,18,21,ON A TOWPATH.
 9100 DATA0,12,20,0,ON THE BANKS OF A DEEP & FOUL SMELLING CANAL.
 9105 DATA24,11,0,0,ON A HILL.
 9110 DATA0,10,0,0,IN A CLEARING FULL OF NETTLES.
 9115 DATA34,22,25,33,AT THE TOP OF A HILL. AN OLD CASTLE LIES NORTH
 9120 DATA0,0,24,AT THE TOP OF A CLIFF.
 9125 DATA0,0,27,0,ON A SOFT SANDY BEACH. THERE IS A CLIFF HERE.
 9130 DATA43,30,28,26,ON A BEACH. THERE IS A NOTICE HERE.
 9135 DATA0,31,29,27,AT THE ENTRANCE TO SOME CHANGING ROOMS
 9140 DATA0,32,0,28,IN THE SHOWERS. I AM GETTING VERY WET!!!
 9145 DATA0,0,0,0,SINKING IN SOME QUICKSAND!!!
 9150 DATA28,0,32,0,INSIDE THE CHANGING ROOMS.
 9155 DATA29,0,0,31,BY A VENDING MACHINE FULL OF BOTTLES OF BLOOD!!!!
 9160 DATA0,0,24,59,AT THE ENTRANCE TO A MANSION.
 9165 DATA0,24,0,35,IN AN OAK PANNELLED ENTRANCE ROOM.
 9170 DATA0,0,34,0,IN A NARROW PASSAGEWAY.
 9175 DATA0,35,37,0,IN A LARGE HALL STRETCHING OUT OF SIGHT TO THE EAST.
 9180 DATA38,0,0,36,AT THE FAR END OF THE HALL
 9185 DATA0,37,0,39,IN A WIDE PASSAGE
 9190 DATA0,0,38,0,IN THE KITCHENS.
 9195 DATA0,38,0,41,IN A NARROW PASSAGE.
 9200 DATA0,0,40,0,IN THE DUNGEONS
 9205 DATA0,0,0,0,IN A TINY SECRET ROOM.
 9210 DATA44,27,0,0,ON A PATH LEADING TO-FROM THE BEACH
 9215 DATA0,43,45,51,IN A TINY VILLAGE.
 9220 DATA0,50,46,44,OUTSIDE A TEMPLE.
 9225 DATA48,47,0,0,INSIDE A TEMPLE. I CAN'T SEE A WAY OUT.
 9230 DATA46,0,0,0,IN A SHRINE.
 9235 DATA0,46,0,0,BY SOME SHELVES FULL OF VASES.
 9240 DATA54,45,0,0,OUTSIDE AN OLD INN. SOME OLD MEN ARE SAT HERE DRINKING BEER.
 9241 DATA45,0,0,0,IN A GRAVEYARD.
 9242 DATA53,52,44,0,ON A ROAD
 9243 DATA51,0,0,0,BY A COTTAGE.
 9244 DATA0,51,0,0,ON A ROAD. MY CAR IS HERE. I MUST LEAVE MY TREASURES HERE !!
 9245 DATA0,49,55,56,INSIDE THE INN.
 9250 DATA0,0,0,54,IN THE TOILETS.
 9255 DATA0,0,54,57,IN A SMALL CROWD OF PEOPLE DRINKING.
 9260 DATA0,0,55,58,AT THE BAR. THERE IS NO-ONE SERVING.
 9265 DATA0,62,57,0,BEHIND THE BAR. THE STEPS TO THE SOUTH LEAD TO THE CELLAR.
 9270 DATA0,60,33,0,INSIDE THE MANSION. IT IS FULL OF COBWEBS.
 9275 DATA59,0,0,0,BY THE STAIRS. THEY HAVE CRUMBED AND IT IS UNSAFE TO GO SOUTH
 9280 DATA0,0,0,15,ON A QUAY. THERE IS A BROKEN BOAT HERE.
 9285 DATA58,0,0,0,IN THE CELLAR. IT IS FULL OF BARRELS.
 9300 DATA#DIAMONDS*,41,*JEWELS*,42,*BEER TANKARD*,62,*FOOD PARCEL*,56
 9305 DATA#A PILE OF RUBBISH",48,*BOOK OF SPELLS*,47,*SILVER BULLET*,8
 9310 DATA#STARTING HANDLE*,61,*CAN OF PETROL,17,*GOLD CRUCIFIX,60
 9315 DATA#GLASS OF WINE,57,A CLOVE OF GARLIC,6,A CUP OF COFFEE,32
 9320 DATA#AN OLD SPONGE,29,AN OLD SOCK,32,A DUSTY MAT,59,A DEAD BODY,25
 9325 DATA#A RUSTY KNIFE,39,BOTTLES OF SPIRITS,58,AN OLD WOMAN,52
 9330 DATA#A BAR OF SOAP,55,SOME GEESSE,15,MUSHROOMS,23,A VAMPIRE,35,A WEREWOLF,8
 9335 DATA#A LIZARD,27,A CANDLE,36,A KNIFE,14,A ROPE,53,SOME LOCK GATES,20
 9340 DATA#SOME PEBBLES,16,A WOLF,32,AN AXE,33,A TALL TREE,5,A CRAB,26
 9345 DATA#A PIECE OF TOAST,36,A POT OF JAM,39,A GIANT SLUG,10,A SALT CELLAR,9
 9350 DATA#A LARGE LEVER,42,SOME FROG SPAWN,16,A WIZARD,5
 9355 DATA#AN EVIL HOBGOBLIN,23,A LARGE NETTLE,23,A SLIME TRAIL,4
 9360 DATA#A PICKLED ONION,57,AN OLD TIN BATH,38,A DWARF,50
 9365 DATA#A BOWL OF SOUP,39,A MEAT HOOK,60,A LARGE HAM,39
 9400 DATA#DIAMONDS,1,JEWELS,2,BEER,3,TANKARD,3,FOOD,4,PARCEL,4,ANTIQUE,5

VAMPIRE CASTLE

9405 DATACASKET,5,BOOK,6,SPELLS,6,SILVER,7,BULLET,7,STARTING,8,HANDLE,8
 9410 DATA#CAN,9,PETROL,9,GOLD,10,CRUCIFIX,10,GLASS,11,WINE,11,CLOVE,12,GARLIC,12
 9415 DATA#COFFEE,13,CUP,13,SPONGE,14,SOCK,15,MAT,16,BODY,17,KNIFE,18,SPIRITS,19
 9420 DATA#BOTTLE,19,WOMAN,20,SOAP,21,BAR,21,GEESSE,22,MUSHROOMS,23,VAMPIRE,24
 9425 DATA#WEREWOLF,25,LIZARD,26,CANDLE,27,KNIFE,28,ROPE,29,LOCK,30,GATES,30
 9430 DATA#PEBBLES,31,WOLF,32,AXE,33,TREE,34,CRAB,35,TOAST,36,JAM,37,POT,37
 9435 DATA#SLUG,38,SALT,39,CELLAR,39,LEVER,40,FROG,41,SPAWN,41,WIZARD,42
 9440 DATA#HOBGOBLIN,43,NETTLE,44,SLIME,45,TRAIL,45,ONION,46,BATH,47
 9445 DATA#DWARF,48,SOUP,49,HOOK,50,HAM,51
 9500 PRINT"I AM DEAD. WOULD YOU LIKE ANOTHER GAME?"
 9505 INPUT0\$:"IFLEFT\$(0\$,1)C>"N"THENRUN
 9510 END
 10000 PRINT"J" : REM CLS ON ORIC/ BBC
 10010 REM SUBROUTINE FOR TITLES AND INSTRUCTIONS
 10020 PRINT"TRANSPYLVANIAN ADVENTURE"
 10030 REM BBC AND ORIC USE CHR\$(131) TO CHOOSE YELLOW
 10040 PRINT:PRINT:PRINT
 10050 PRINT"I WAS ON A HOLIDAY IN SOME REMOTE"
 10060 PRINT"PART OF TRANSPYLVANIA WHEN MY CAR RAN"
 10070 PRINT"OUT OF PETROL. I WAS LEFT AT THE SIDE OF,"
 10080 PRINT"THE ROAD WHEN A HORSECRAT DREW UP AND"
 10090 PRINT"THE DRIVER OFFERED ME A LIFT. NIGHT WAS"
 10100 PRINT"FALLING AS WE REACHED A VERY LONELY SPOT,"
 10110 PRINT"WHEN SUDDENLY A HOWL IN THE DISTANCE"
 10120 PRINT"FRIGHTENED THE HORSES AND THEY BOLTED,"
 10130 PRINT"I WAS THROWN OUT OF THE CART AND AM LEFT,"
 10140 PRINT"AT THE SIDE OF THE ROAD WITH NOTHING IN"
 10150 PRINT"MY POCKET,"
 10160 PRINT"I MUST TRY TO ESCAPE AND IN THE PROCESS"
 10170 PRINT"FIND PETROL AND OTHER TREASURES."
 10180 PRINT"I HEARD THE DRIVER OF THE COACH SHOUT"
 10190 PRINT"THAT THERE ARE TEN TREASURES IN ALL."
 10200 PRINT:PRINT"GOOD LUCK!"
 10210 RETURN
 11000 FOR H= 1 TO 62 : REM NUMBER OF LOCATIONS
 11010 FOR D= 1 TO 4
 11020 READ S\$(H,D) :NEXT
 11030 READ O\$(H) :NEXT
 11040 FOR H=1 TO 51 : READ G\$(H), B\$(H,1) :NEXT
 11050 FOR H=1 TO 69 : READ N\$(H),N\$(H) :NEXT:REM ITEMS UNDERSTOOD
 11060 RETURN
 11999 REM ROUTINE FOR COMMENTS
 12000 X\$(1)="I'M SORRY I JUST DON'T UNDERSTAND WHAT YOU ARE SAYING"
 12500 RETURN
 12999 REM SCORES
 13000 A\$=0:IFB\$(1,1)=53 THEN A\$=A\$+1
 13010 IFB\$(2,1)=53 THEN A\$=A\$+1
 13020 IFB\$(3,1)=53 THEN A\$=A\$+1
 13030 IFB\$(4,1)=53 THEN A\$=A\$+1
 13040 IFB\$(5,1)=53 THEN A\$=A\$+1
 13050 IFB\$(6,1)=53 THEN A\$=A\$+1
 13060 IFB\$(7,1)=53 THEN A\$=A\$+1
 13070 IFB\$(8,1)=53 THEN A\$=A\$+1
 13080 IFB\$(9,1)=53 THEN A\$=A\$+1
 13090 IFB\$(10,1)=53 THEN A\$=A\$+1
 13100 RETURN
 15000 PRINT"J":PRINT:PRINT:PRINT:PRINT"WELL DONE YOU HAVE FOUND ALL THE TREASURES."
 15010 PRINT"FILLED YOUR CAR WITH PETROL AND STARTED IT READY TO ESCAPE,!"
 15030 ENDDLED YOUR CAR WITH PETROL AND STARTED IT READY TO ESCAPE,!"

READY.

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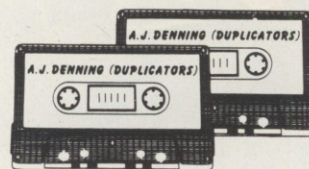
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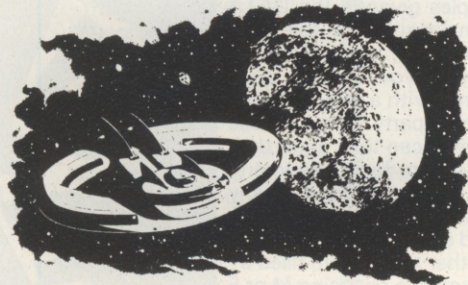
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This program allows you to play the traditional family game of consequences on a BBC micro. When run the program offers a menu. Choice M supplies text from the computer's memory which is contained in the DATA statements starting at line 870. The program stores each traditional category (male name, female name etc) in a separate string array and randomises their combination in the story it prints out on screen. You can of course extend or

replace the examples given in the DATA statements, but make sure that the value of N%, set at line 560, is equal to the number of DATA lines you enter.

To play the game with a group of people, in the traditional party form, choose option E. Each person can then enter their own story while others look elsewhere. The program will then print out as many mixed up versions as required. Option A can be used to add extra text to the arrays regardless of whether these were filled by option M or E. Otherwise choosing M or E will lose text previously entered at the keyboard.

**RUNS ON
BBC/ELECTRON**

RUNdown

Line	Action
50	Error trapping routine. Error 19 arises if the size available for a string variable is exceeded. This may happen since the whole story is combined into a single string

PROCmstory

characters for colour and double height text.

Selects the elements of the current story randomly from the various text arrays and combines them into a single string variable STORY\$.

PROCpstory

Prints the current story on the screen. Uses the counter C% to ensure that words are not split over lines when printing.

CONSEQUENCES

110-190

at line 360. If the maximum allowance of 256 characters is exceeded this line ensures that a different combination is sought by returning control to line 230 and the program does not crash. Error 17 traps the ESCAPE key press and returns control to the menu.

230-280

Presents main menu and takes in choices. Calls procedures to generate and print stories as many times as required.

PROChheader

Prints heading using teletext control

PROCdata

Reads the text from the data statements into the arrays MN\$ (male name), FEN\$ (female name), LOC\$ (location), MSAY\$ (he says to her), FSAY\$ (she says to him), CONS\$ (consequence) and WSAY\$ (what the world says). This procedure is called only when option M is taken from the menu.

PROCenter

This procedure is called when option E is selected. It prompts entries of text under the required headings.

Conversion Clues

This program was written on a BBC model B but should run on a Model A. Electron users should run the program in Mode 6 and need only amend the teletext characters in PROChheader. Owners of other micros may need to replace REPEAT loops with GOTO's and procedures with GOSUBS. Watch out also for differences in the string handling functions (eg INSTR — which checks whether one string is present inside another). If your micro does not use a 40 column display, you will have to amend line 450 to avoid splitting words on the screen.


```

10 REM CONSEQUENCES
20 REM BY JONATHAN AND JANE EVANS
30 REM FEBRUARY 1984
40 REM
50 ON ERROR IF ERR=19 GOTO 230 ELSE IF ERR=17 GOTO 1
60 ELSE CLS: REPORT:PRINT " AT LINE ";ERR:END
60 MODE7:XX=RND(-TIME):NX=0
70 DIM MN$(50),FEN$(50),LOC$(50),MSAY$(50),FSAY$(50),
CONS$(50),WSAY$(50)
80 REM
90 REM MAIN PROGRAM LOOP
100 REM
110 PROCheader
120 PRINT "E Enter new text at keyboard""M Load te
xt from computer's memory""A Add to existing text""
Q Quit""<ESCAPE> returns to this menu"
130 *FX15,1
140 REPEAT O$=GET$:UNTIL INSTR("MEQAameq",O$)>0
150 IF O$="Q" OR O$="q" CLS:END
160 IF O$="M" OR O$="m" PROCdata:GOTO 230
170 IF O$="E" OR O$="e" THEN NX=0:PROCcenter
180 IF O$="A" OR O$="a" THEN IF NX=0 PROCheader:VDU7:P
RINT ""You have no text to add to":WAIT=INKEY(500):GOT
O100

```

```

680 INPUT "Male name: "MN$(NX)
690 INPUT "Female name: "FEN$(NX)
700 INPUT "Location: "LOC$(NX)
710 INPUT "He said: "MSAY$(NX)
720 INPUT "She said: "FSAY$(NX)
730 INPUT "The consequence was: "CONS$(NX)
740 INPUT "The world said: "WSAY$(NX)
750 IF LEN(MN$(NX))+LEN(FEN$(NX))+LEN(LOC$(NX))+LEN(M
SAY$(NX))+LEN(FSAY$(NX))+LEN(CONS$(NX))+LEN(WSAY$(NX))>
165 PRINT "Text too long. Try again.":VDU7:WAIT=INKEY(5
00):NX=NX-1:UNTIL FALSE
760 PRINT "OK to enter this text (Y/N) ?"
770 *FX15,1
780 REPEAT G$=GET$:UNTIL INSTR("YNyn",G$)>0
790 IF G$="N" OR G$="n" THEN NX=NX-1:UNTIL FALSE
800 IF NX=1 UNTIL FALSE
810 PROCheader

```

CONSEQUENCES

```

190 IF O$="A" OR O$="a" THEN IF NX>0 PROCcenter
200 REM
210 REM PLAY LOOP
220 REM
230 PROCheader:PROCmstory:PROCpstory
240 *FX15,1
250 PRINT ""Do you want another story (Y/N) ?"
260 REPEAT G$=GET$:UNTIL INSTR("YNyn",G$)>0
270 IF G$="N" OR G$="n" GOTO 100
280 GOTO 220
290 :
300 DEF PROCheader
310 CLS:PRINT
320 FOR I=1 TO 2:VDU141,130,157,129:PRINT SPC10;"CONS
EQUENCES":NEXT I
330 PRINT:ENDPROC
340 :
350 DEF PROCmstory
360 MN$=MN$(RND(NX)):FEN$=FEN$(RND(NX)):LOC$=LOC$(RND
(NX)):MSAY$=MSAY$(RND(NX)):FSAY$=FSAY$(RND(NX)):CONS$=C
ONS$(RND(NX)):WSAY$=WSAY$(RND(NX))
370 STORY$=MN$+" met "+FEN$+" at "+LOC$+ ". He said to
her, "+MSAY$+"; she said to him, "+FSAY$+ ". The co
nsequence was "+CONS$+" and the world said, "+WSAY$+"
"
380 ENDPROC
390 :
400 DEF PROCpstory
410 W$="":CX=5:PRINT " TAB(5);
420 FOR IX=1 TO LEN(STORY$)
430 CX=CX+1:S$=MID$(STORY$,IX,1)
440 W$=W$+S$
450 IF S$=" " AND CX>39 THEN CX=LEN(W$):PRINT
460 IF S$=" " THEN PRINT W$;:W$=""
470 NEXT IX
480 ENDPROC
490 :
500 :
510 DEF PROCdata
520 REM
530 REM READ DATA INTO ARRAYS
540 REM
550 RESTORE
560 NX=5
570 FOR IX=1 TO NX
580 READ MN$(IX),FEN$(IX),LOC$(IX),MSAY$(IX),FSAY$(IX),
CONS$(IX),WSAY$(IX)
590 NEXT IX
600 ENDPROC
610 :
620 DEF PROCcenter
630 PROCheader
640 PRINT "Enter data in lower case.""Switch caps lo
ck off.":VDU7:WAIT=INKEY(500)
650 REPEAT NX=NX+1
660 PROCheader
670 IF NX>50 THEN NX=50:PRINT ""Memory full":VDU7:WA
IT=INKEY(500):ENDPROC

```

```

820 PRINT "E Enter more text""P Play"
830 *FX15,1
840 REPEAT G$=GET$:UNTIL INSTR("PpEe",G$)>0
850 UNTIL G$="P" OR G$="p"
860 ENDPROC
870 DATA Terry Wogan,Margaret Thatcher,the Tower of L
ondon,I love you,Only on Sunday,World War III,Why?
880 DATA Ian Botham,the fattest woman in the world,a s
mall cafe,I want to kiss you,It'll cost you a pound,the
y ran away together but were soon back,We knew that's w
hat would happen
890 DATA Boy George,Florence Nightingale,midnight on t
he balcony,What's a nice girl like you doing in a place
like this,Come up and see me sometime,they were never
seen again,It'll end in tears
900 DATA Neil Kinnock,Barbara Woodhouse,lunchtime,I wa
nna hold your hand,I've got a headache coming on,inevit
able,We thought as much
910 DATA Batman,Princess Leia,Big Ben,You are my heart
's desire,Could you rephrase that please?,disastrous,Zz
zzzzz....

```


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There have been many rumours about the strange Dr. Molov and his wierd experiments. I have heard only today that a vicious and evil monster has escaped from his laboratory and is on the rampage. My boss has ordered me to track it down and kill it! Please help me in my quest by giving me instructions in the form of two word sentences such as EAT FOOD.

Here is a list of words I understand: LOOK, SCORE, HELP, PRAY, N,S,E,W (for directions), GO, IN, CLIMB, DROP, LEAVE, PUT, SWIM, ROW, BOAT, PLAY, UNLOCK, PICK, SMASH, SAIL, CUT, EXAMINE, STYAL, KILL, READ, INJECT, CRUSH

If I don't seem to understand you, you should try other instructions.

I have included some graphics within the adventure, but decided against extending the graphics too far. PROCmonster is used to draw the monster using the user defined characters. If you would like to add extra graphics for each location, use the following method.

The variable P% is used to hold the number of the current location. Hence P% = 1 corresponds to the entrance to the vast cavern. Add between lines 160-200 extra lines such as:

```
161 IF P% = 1 THEN PROCdrawcave
```

and add a suitable procedure at the end of the program. I have included line 180 to call PROCdraw in location 11 to illustrate this. This should give you the idea. Remember that using MODE4 limits the colours to two (foreground and background)!

Variables Used

P%	Current location.
AA-AZ	Flags to test certain events have occurred!
E%	Flag to test if item is there.
B%,C%	Count number of times you visit certain locations (so that the rabbit knows when to attack!
Z\$,C\$,B\$,L\$	Words entered.
S%(x,y)	Map of locations.
G\$(x)	Description of items.
Q\$(x)	Description of locations.
B%(x,1)	Location of objects.
N\$(x)	Word understood.
V\$(x)	Inventory.
N%(x)	Pointer to words.
R	Checks the number of items.

Conversion Clues

1. You will probably need to replace all REPEAT UNTIL loops with conditional GOTOs.
eg. Delete the REPEAT in line 160. Replace line 500 with
500 IF A% < > 10 THEN GOTO 160
2. The procedures used will need to be replaced with SUBROUTINES.

eg. 410 IFC\$ = "SWI" THEN GOSUB 590
the GOSUB is the line number after the Procedure replace all ENDPROCs with RETURNS

3. Graphics will need to be replaced or omitted entirely.

RUNdown

PART 1

Line	Action
90	Turn of cursor.
100	define envelope.
110-180	Define characters.
190	Titles.
200	Instructions.
210	CHAIN program.

PART 2

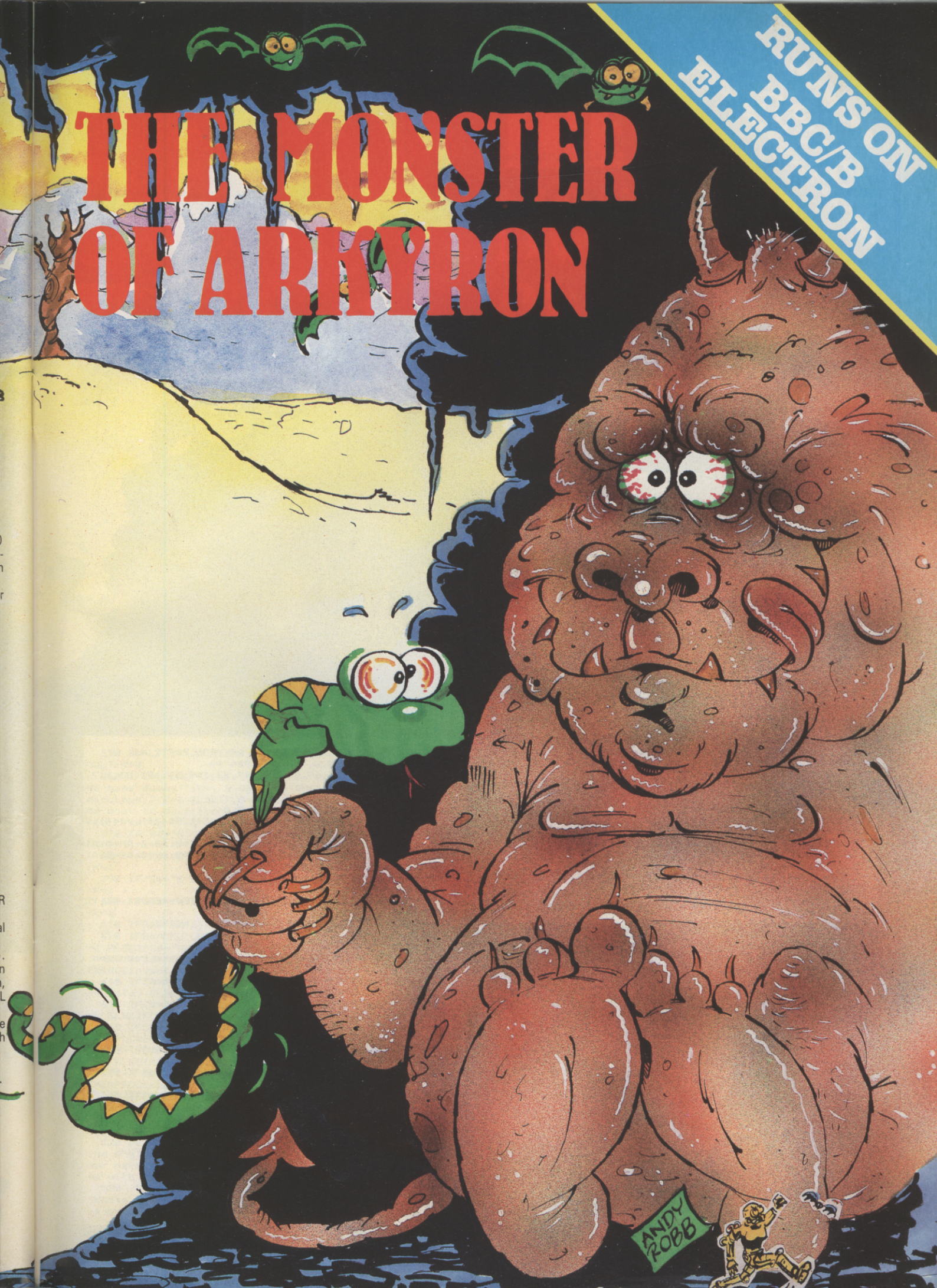
Line	Action
30	Data for music
70	Choose colour for PAPER and INK.
80-150	Fill arrays and set initial value of variables.
160-500	Main control loop. Repeat Describe location and objects, input action, call procedure UNTIL A% = 10
510-	Procedures — I have chosen names which describe their action.

NOTE PROCmonster draws the monster.



**RUNS ON
BBC/B
ELECTRON**

THE MONSTER OF ARKYRON

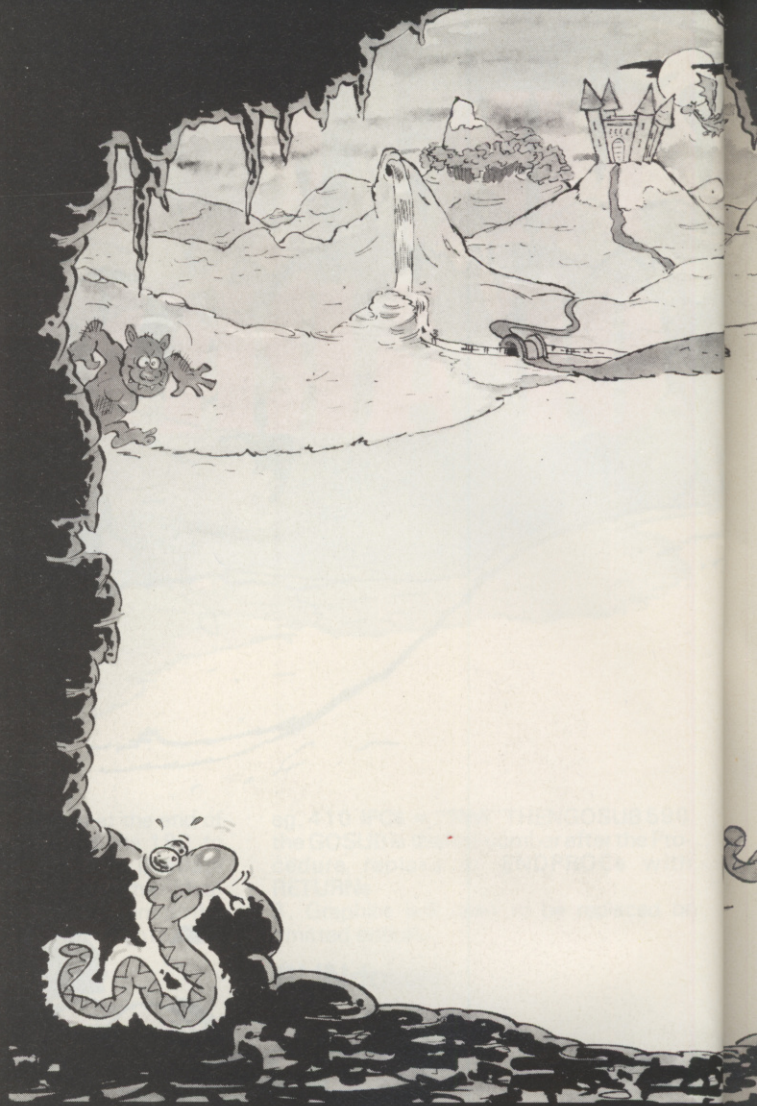


**ANDY
ROBB**


```

10 REM ** THE MONSTER OF ARKYRON **
20 REM ** AN ADVENTURE GAME BY STEVE W. LUCAS **
30 REM ** FOR BBC AND ELECTRON COMPUTERS **
40 REM ** MARCH 1984
50 *FX229,1
80 MODE1
90 VDU23,1,0,0,0,0;
100 ENVELOPE1,6,2,20,16,16,0,0,126,0,0,-126,126,126
110 VDU23,230,48,48,63,35,127,124,96,48
120 VDU23,231,96,96,240,16,248,248,24,48
130 VDU23,232,63,3,127,127,108,79,71,68
140 VDU23,233,240,0,248,248,200,200,136,136
150 VDU23,234,79,79,223,216,24,24,24,24
160 VDU23,235,200,200,236,108,96,96,96,96
170 VDU23,236,48,48,48,48,48,48,240,240
180 VDU23,237,48,48,48,48,48,48,60,60
190 PROCdraw:PROctitles
200 CLS:PROCdraw:PROCinstructions
210 CLS:PROCload
220 END
230 DEFPROCdraw
240 Y=0
250 FORX=1 TO 1280 STEP 120
260 Y=Y+1:IFY>4THENY=1
270 GCOLOR,Y:PROCmonster(X)
280 NEXT
290 ENDPROC
300 DEFPROctitles
310 PRINTTAB(5,10)"** THE MONSTER OF ARKYRON **":C
LOUR1:PRINTSPC10"An Adventure game"
320 PRINT"SPC6"For the BBC and Electron "
330 COLOUR2:PRINT"SPC3" Steve W. Lucas March 19
84":COLOUR3
340 PRINT"SPC2"Press <Space Bar> for instructions"
350 PROCsound
360 REPEAT UNTIL GET=32
370 ENDPROC
380 DEFPROCmonster(X)
390 VDU5:MOVEX,1000
400 VDU230,231,10,8,8,232,233,10,8,8,234,235,10,8,8,
236,237
410 MOVEX,100
420 VDU230,231,10,8,8,232,233,10,8,8,234,235,10,8,8,2
36,237
430 VDU4
440 ENDPROC
450 DATA 53,53,61,53,73,69,53,53,61,53,77,69,53,53,4
9,41
460 DEFPROCsound
470 RESTORE:FORX=1TO12:READ D
480 SOUND1,1,D,4
490 NEXT
500 ENDPROC
510 DEFPROCinstructions
520 PRINT"*****The Monster of Arkyron has escaped fr
om the secret laboratory of Doctor Molov"
530 COLOUR2:PRINT"You must help me to find and destr
oy it."
540 COLOUR3:PRINT"I'm afraid that my english isn't
very good and can only understand two word sentence
s such as GET BANANA. If I don't seem to understand you,
try another instruction."
550 COLOUR1:PRINT"SPC(1)"Press the <Space Bar> to
load the game"
560 REPEAT UNTIL GET=32
570 ENDPROC
580 DEFPROCload
590 PRINT"SPC5"Please leave the tape running"
600 *TAPE
610 PAGE=&E00
620 REM ** REMEMBER TO SAVE THE MAIN PROGRAM WITH THE
FILENAME "GAME" !!!!!
630 CHAIN"GAME"
640 ENDPROC

```



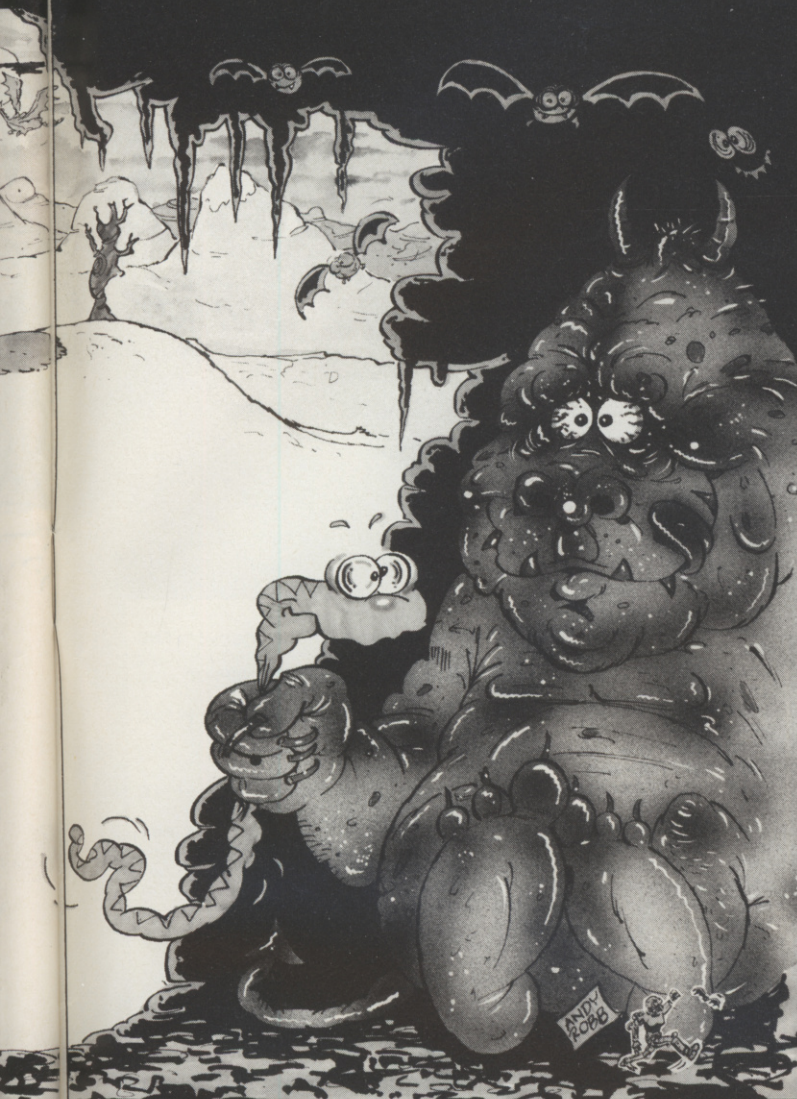
```

10 REM ** THE MONSTER OF ARKYRON PART2 **
20 REM ** S.W. LUCAS 1984 **
30 DATA 53,69,53,69,89,53,197,53,149,53,101,53,117,1
37,145,89,53
60 MODE4
70 VDU19,0,7,0,0,0,19,1,4,0,0,0
80 DIMS%(24,4),NX%(24),N$(24),Q$(24),G$(24),V$(4),B%
(24,1)
90 PX=6:AA=0:AB=0:AC=0:AD=0:AE=0:AF=0:AG=0:AH=0:AI=
0:AJ=0:AK=0:AL=0:AM=0:AN=0:AO=0:AP=0:AQ=0:AR=0:AS=0:AT=
0:AU=0:AV=0:AW=0:AX=0:AY=0:AZ=0
100 AX=0:BX=0:CX=0
110 RESTORE520
120 FOR X%=1TO23:READQ$(X%):FORY%=1TO4:READS%(X%,Y%)
:NEXTY%,X%
130 FORX%=1TO24:READG$(X%),B%(X%,1),N$(X%)
140 NX(X%)=X%
150 NEXT
160 REPEAT:IFP%=24THENX$="I walk into the road and q
et run over":PROCclose
170 IFP%=14THENBX%=BX+1:IFA0=0THENPROCrabbit
180 IFP%=11THENPROCdraw
190 IFP%=18THENPROCmon
200 IFP%=17THENPROCappointment
210 PRINT"I am :-"Q$(P%)
220 A$="":IFS%(P%,1)>0THENA$="North"
230 IFS%(P%,2)>0ANDLEN(A$)>0THENA$=A$+",South"ELSEIFS
%(P%,2)>0THENA$="South"
240 IFS%(P%,3)>0ANDLEN(A$)>0THENA$=A$+",East"ELSEIFS
%(P%,3)>0THENA$="East"
250 IFS%(P%,4)>0ANDLEN(A$)>0THENA$=A$+",West"ELSEIFS
%(P%,4)>0THENA$="West"
260 IFP%=10THENA$=A$+" In"
270 PRINT""I can go :-"A$
280 IFP%=18THENPROCmonster
290 E=0:FORTX=1TO24:PP%=0:IFB%(TX,1)=P%THENPP%=1
300 IFPP%=1THEN320
310 NEXT:GOTO340
320 IFE=0THENPRINT""I can see:-"
330 PRINT"G$(TX):E=E+1:GOTO310
340 PRINT""What should I do "':INPUTZ$

```


BBC/ELECTRON

THE MONSTER OF ARKYRON



```

350 B$=LEFT$(Z$,2):C$=LEFT$(Z$,3):D$=LEFT$(Z$,4):CLS:
VDU7:K=0
360 IFC$="LOO"THENK=1ELSEIFC$="SCO"THENPRINT"This is
no game dummy!":K=1 ELSEIFC$="RUB"THENPRINT"Don't be ri
diculous!":K=1 ELSEIFC$="HEL"THENPRINT"Sorry I don't kn
ow what to do either!":K=1 ELSEIFC$="PRA"THENPRINT"That
felt better!":K=1
370 IF(B$="N"ORD$="GO N")ANDS%(P%,1)>0THENP%=S%(P%,1)
:K=1
380 IF(B$="S"ORD$="GO S")ANDS%(P%,2)>0THENP%=S%(P%,2)
:K=1
390 IF(B$="E"ORD$="GO E")ANDS%(P%,3)>0THENP%=S%(P%,3)
:K=1
400 IF(B$="W"ORD$="GO W")ANDS%(P%,4)>0THENP%=S%(P%,4)
:K=1
410 IFC$="SWI"THENPROCswim
420 IFB$="FU"ORC$="PIS"THENPRINT"Don't be so rude!":K
=1 ELSEIFC$="GET" ORC$="TAK"THENPROCget
430 IFC$="DRO"ORC$="LEA"THENPROCdrop ELSEIFC$="INV"TH
ENPROCinventory
440 IFC$="IN"ORD$="GO I"THENPROCin ELSEIFC$="PLA"THEN
PROCplay ELSEIFC$="BMA"THENPROCsmash
450 IFC$="UNL"THENPROCunlock ELSEIFC$="PIC"THENPROCpi
ck ELSEIFC$="ROW"ORD$="BAIL"ORD$="GO B"THENPROCrow
460 IFC$="CUT"THENPROCcut ELSEIFC$="CLI"ORD$="GO S"TH
EN PROCstyal
470 IFC$="EXA"THENPROCexamine ELSEIFC$="REA"THENPROCr
ead ELSEIFC$="KIL"THENPROCkill
480 IFC$="INJ"THENPROCinject ELSEIFC$="CRU"ORC$="GRI"
THENPROCcrush
490 IFK=0THENPRINT"I must be stupid, but I can't mak
e much sense of that instruction here!"
500 UNTILAX=10
510 PROCwin
520 DATAat the entrance to a vast cavern.,0,5,2,0,ins
ide a gloomy cavern. There is a large toughened glass d
oor here.,0,0,0,1,in a long corridor. The walls are lin
ed with tanks of fish.,2,0,4,0
530 DATAin a large secret laboratory.,0,0,0,3,on the
banks of a fast flowing river.,1,0,0,0,on the banks of
a crocodile infested river.,0,0,7,23,outside an old

```

```

boat house,0,0,0,6
540 DATAinside a dirty boat house,7,0,9,0,by a pile o
f sacks,0,0,0,8,outside an old gatekeepers cottage.
There is a styal to the West.,0,0,0,0,in a small loung
e. The front door is open,10,0,12,0
550 DATAin a tiny scullery,0,0,0,11,in a field of rip
ening corn.,0,14,0,22,in a field fo corn. There is a st
yal to the East.,13,0,0,21,in a village square. All the
shops and houses have their windows and doors boar
ded up.,0,16,0,0
560 DATAoutside a Doctor's surgery,15,0,0,19,in a wai
ting room,16,0,18,0,inside the Doctor's surgery.,0,0,0,
17,on the pavement,20,0,16,24,on the pavement,21,19,0,2
4,at the side of a main road,0,20,14,24
570 DATAin a field of turnips.,23,0,13,0,by a barbed
wire fence,0,0,6,0
580 DEFPROCswim
590 K=1:IFP%=6ORP%=5THENX$="The crocodiles get me aaa
aaagggggggghhhh":PROCclose
600 PRINT"Don't be absurd":ENDPROC
610 DEFPROCclose
620 K=1:CLS:PROCmonster:PRINTX$'"I am dead"' "Would
you like another game <Y/N> ?"
630 RESTORE
640 FORX=1TO17
650 READ A
660 SOUND1,1,A,4
670 NEXT
680 REPEAT
690 A$=GET$
700 UNTILA$="Y"ORA$="N"
710 IFA$="Y"THENRUN ELSEPRINT'"GOODBYE.. thank you f
or playing":END
720 DEFPROCget
730 K=1:PROCcheck
740 IFLX<>1THENENDPROC
750 EX=0
760 FORHX=1TO24:IFB%(HX,1)=P%ANDB%(NX(R),1)=P%THENE%
=1
770 NEXT
780 IFEX=0THENPRINT"I can't see it here!":ENDPROC
790 IFR=1THENAB=1ELSEIFR=2THENAC=1ELSEIFR=3THENAD=1EL
SEIFR=4THENAE=1ELSEIFR=6THENAF=1ELSEIFR=7THENAG=1ELSEIF
R=9THENAH=1ELSEIFR=10THENAI=1
800 IFR=11ORR=16ORR=17ORR=20THENPRINT"Don't be absurd
!":ENDPROC
810 IFR=18THENX$="The #####ed thing grabs my throat!":
PROCclose
820 IFR=12ANDAH<>2THENPRINT"It's too fast for me!":EN
DPROC
830 IFR=12THENAJ=1ELSEIFR=13THENPRINT"It scurries awa
y!":ENDPROC
840 IFR=15THENAK=1ELSEIFR=19THENPRINT"It's fastened t
o the wall!":ENDPROC
850 IFR=23THENAL=1ELSEIFR=22THENAM=1 ELSEIFR=8THENX$=
"I get a hernia ... agggghh the agony!":PROCclose
860 IFR=14THENAP=1ELSEIFR=5THENAS=1
870 EX=0:FORDX=1TO4:IFV$(DX)=""THENV$(DX)=G$(NX(R)):E
X=1:DX=5
880 NEXT
890 IFEX=0THENPRINT"My hands are full.. so sorry!":EN
DPROC
900 B%(NX(R),1)=0:ENDPROC
910 DEFPROCcheck
920 L$="":FORHX=1TOLEN(Z$)

```




```

930 IFMID$(Z$,H%,1)=" THENL$=RIGHT$(Z$, (LEN(Z$)-H%))
:H%=H%+40
940 NEXT
950 R=0:L%=0:IFLEN(L$)<2THENENDPROC
960 FORH%=1TO24:IFLEFT$(N$(H%),LEN(L$))=L$ THENL%=1:R
=H%
970 NEXT
980 ENDPROC
990 DATAa rowing boat,8,BOAT,a pair of oars,9,OARS,a
hammer,9,HAMMER,a bent nail,7,NAIL,a small stone,6,STON
E,a pair of wire cutters,3,WIRECUTTERS,a hypodermic syr
inge,4,SYRINGE
1000 DATAa large boulder,1,BOULDER,a ripe turnip,22,TU
RNIP,an ear of corn,13,CORN,an angry gatekeeper,10,GATE
KEEPER,a mutant rabbit,14,RABBIT,a tiny little mouse,22
,MOUSE
1010 DATAan appointment card,11,CARD,a jar of tablets
labelled tranquilisers,12,TABLETS,the monster of Arkyro
n,18,MONSTER,the receptionist,17,RECEPTIONIST,a dog,15,
DOG
1020 DATAa notice,16,NOTICE,heavy traffic,21,TRAFFIC,a
piece of elastic,23,ELASTIC,a pound note,19,POUND,a br
oken flute,5,FLUTE,a worm,20,WORM
1030 DEFPROCdrop
1040 K=1:PROCcheck
1050 IFL<>1THENPRINT"I can't see a ";L$:ENDPROC
1060 E%=0
1070 FORDX=1TO4:IFV$(DX)=G$(N$(R)) THENV$(DX)="":E%=1
1080 NEXT:IFEX<>1THENPRINT"I've not got it dummy!":END
PROC
1090 B$(N$(R),1)=P%
1100 IFR=1THENB=0ELSEIFR=2THENAC=0ELSEIFR=3THENAD=0EL
SEIFR=4THENAE=0ELSEIFR=6THENAF=0ELSEIFR=7THENAG=0
1110 IFR=23THENAL=0ELSEIFR=10ANDP%=10ANDAN<>3THENAN=3:
G$(11)="":G$(10)="":PRINT"He smiles and thanks me for m
y gift. He then rushes away saying this will make a gr
eat meal!":G$(10,2)=11
1120 IFR=9ANDP%=14ANDAO=0THENPRINT"The rabbit grabs th
e turnip and runs away!":G$(12)="":AO=1:G$(9)="
1130 IFR=14THENAP=0ELSEIFR=5THENAS=0
1140 ENDPROC
1150 DEFPROCinventory
1160 K=1:PRINT"I am carrying :-":F%=0
1170 FORH%=1TO4:IFV$(H%)<>""THENPRINTV$(H%):F%=1
1180 NEXT:IFF%=0THENPRINT"Not a sausage!"
1190 PRINT:ENDPROC
1200 DEFPROCin
1210 K=1:IFP%=7THENP%=8:PRINT"O.K.":ENDPROC ELSEIFP%=1
6THENP%=17:PRINT"O.K.":ENDPROC ELSEIFP%=2ANDAA<>2THENPR
INT"The door's locked!":ENDPROC
1220 IFP%=10ANDAN<>3THENX$="He didn't like me trying to
force my way in and shoots me!":PROCclose
1230 IFP%=10THENP%=11
1240 PRINT"Not here stupid!":ENDPROC
1250 DEFPROCplay
1260 K=1:IFAL<>1THENPRINT"How?":ENDPROC
1270 PRINT"O.K."
1280 FORX=1TO4:FORY=255TO1STEP-1:SOUND1,-12,Y,0:NEXTY,
X
1290 X$="The monster hears the racket and sneaks up be
hind me!!!!":PROCclose
1300 DEFPROCsmash
1310 K=1:IFAD<>1THENPRINT"No hammer!":ENDPROC
1320 IFP%=2THENX$="The glass smashes into tiny pieces
and I am cut. AAagghhhh the pain!":PROCclose
1330 PRINT"not here!":ENDPROC
1340 DEFPROCunlock
1350 K=1:IFP%=2THENPRINT"I need the key!":ENDPROC
1360 PRINT"Don't be silly!":ENDPROC
1370 DEFPROCpick
1380 K=1:IFP<>2THENPRINT"How can I do that here!":END
PROC
1390 IFAE<>1THENPRINT"I don't have anything to do that
with !":ENDPROC
1400 SX(2,2)=3:PRINT"That does the trick":ENDPROC
1410 DEFPROCrow
1420 K=1:IFP<50RP%>6THENPRINT"I can't do that here!":
ENDPROC
1430 IFAB<>1THENPRINT"I have no boat!":ENDPROC ELSEIFA
C<>1THENPRINT"I have no oars!":ENDPROC
1440 IFP%=6THENP%=5 ELSEIFP%=5THENP%=6
1450 PRINT"I row across the river. The crocodiles loo
k greedily at my body!":ENDPROC
1460 DEFPROCcut
1470 K=1:IFAG<>1THENPRINT"What with!":ENDPROC ELSEIFP%
<23THENPRINT"I don't see any point in doing that here!
":ENDPROC
1480 SX(23,2)=22:PRINT"I cut a way through the fence!"
:ENDPROC
1490 DEFPROCmonster
1500 K=0:VDUS:MOVE500,150:VDU230,231,10,8,8,232,233,10
,8,8,234,235,10,8,8,236,237,4
1510 ENDPROC
1520 DEFPROCstyal
1530 K=1:IFP%=14THENP%=10:PRINT"I climb the styal":END
PROC ELSEIFP%=10THENP%=14:PRINT"O.K.":ENDPROC ELSEPRINT
"How am I supposed to do that here?":ENDPROC

```

THE MONSTER OF ARKYRON



```

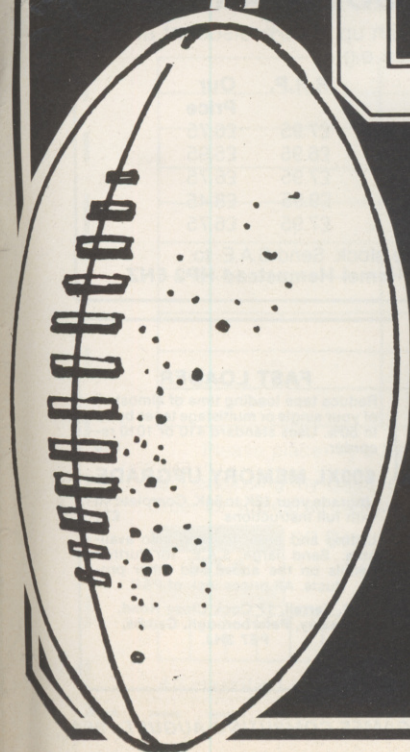
1540 DEFPROCexamine
1550 K=1:IFP%=10ANDAN<3THENPRINT"He looks hungry!":END
PROC
1560 PRINT"I don't see anything special!":ENDPROC
1570 DEFPROCrabbit
1580 K=1:IFB<4THENPRINT"Watch out it looks hungry!":E
NDPROC
1590 X$="The rabbit attacks me...!!!!":PROCclose
1600 DEFPROCread
1610 K=1:IFP<>16THENPRINT"I can't see any writing!":E
NDPROC
1620 PRINT"A handwritten notice reads-'HELP!!! the mon
ster has got in!":ENDPROC
1630 DEFPROCmon
1640 K=1:C%=CX+1:IFC%>7THENX$="It's large evil claws c
lamp round my neck and squeeze!":PROCclose
1650 PRINT"I'd look out. It's facing the other way at
the moment!":ENDPROC
1660 DEFPROCkill
1670 K=1:IFP%=14THENX$="The rabbit attacks me first!":
PROCclose
1680 IFP%=18THENX$="The monster was too quick.. IT goe
s for my throat. I feel the life draining frommy body!"
:PROCclose
1690 IFP%=100RP%=170RP%=150RP%=22THENPRINT"I have no w
eapon!":ENDPROC
1700 PRINT"Don't be silly!":ENDPROC
1710 DEFPROCappointment
1720 K=1:IFAP<>1THENX$="You can't come in here withou
t an appointment' says the receptionist. The monst
er rushes over and grabs me!":PROCclose
1730 ENDPROC
1740 DEFPROCinject
1750 K=1:IFP<>18THENPRINT"I don't think that's a very
sensible suggestion just here!. Do you?":ENDPROC
1760 IFAG<>1THENPRINT"How can I do that ?":ENDPROC
1770 IFAR<1THENX$="The monster turns round and sees me
. It's claws grab my neck!":PROCclose
1780 PRINT"I inject a lethal dose!":AX=10:PRINT""Pres
s the <space bar> to continue"
1790 REPEAT UNTIL GET=32
1800 DEFPROCwin
1810 K=1:CLS:PROCmonster
1820 PRINT"WELL DONE!""You have killed the evil mon
ster of ARKYRON and saved the world from a ter
rible fate!"
1830 RESTORE
1840 FORX=1TO17: READ A
1850 SOUND1,1,A,4:NEXT
1860 END
1870 ENDPROC
1880 DEFPROCcrush
1890 K=1:IFAS<>1THENPRINT"What with?":ENDPROC
1900 IFAK<>1THENPRINT"I don't see anything worth crush
ing!":ENDPROC
1910 IFAG<>1THENPRINT"It's not worth doing that till I
have something to put it into!":ENDPROC
1920 XX=0:REPEAT
1930 XX=XX+1:UNTILV$(XX)=G$(7) ORXX=5
1940 IFX=5THENPRINT"I can't do that here!":ENDPROC
1950 V$(XX)="A syringe full of tranquilisers":PRINT"I
grind a tranquiliser and put it into the syringe!":AR=
1:ENDPROC
1960 REM data for sound/music
1970 DATA 53,69,53,69,89,53,197,53,149,53,101,53,117,
137,145,89,53
1980 DEFPROCdraw
1990 MOVE500,0:DRAW500,100:DRAW450,100:DRAW650,100:DRA
W600,100:DRAW600,0:ENDPROC

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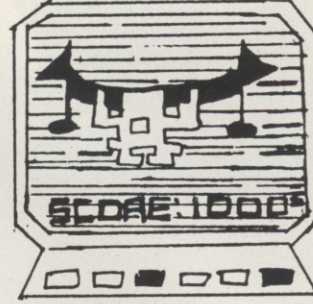
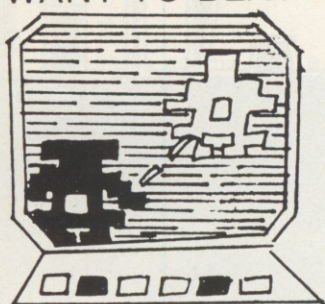
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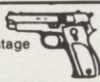
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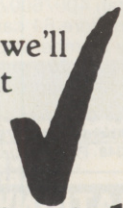
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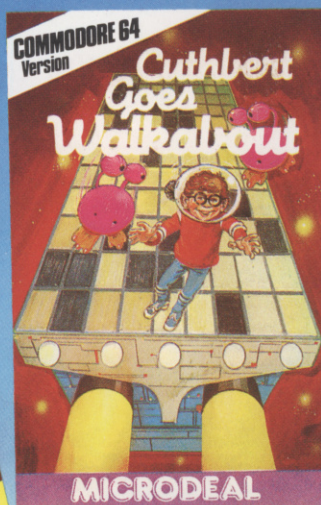
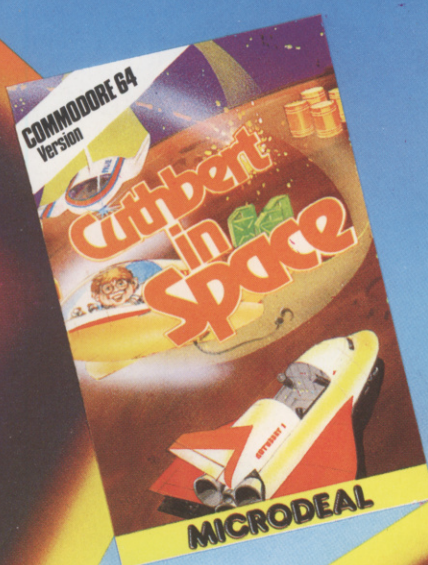
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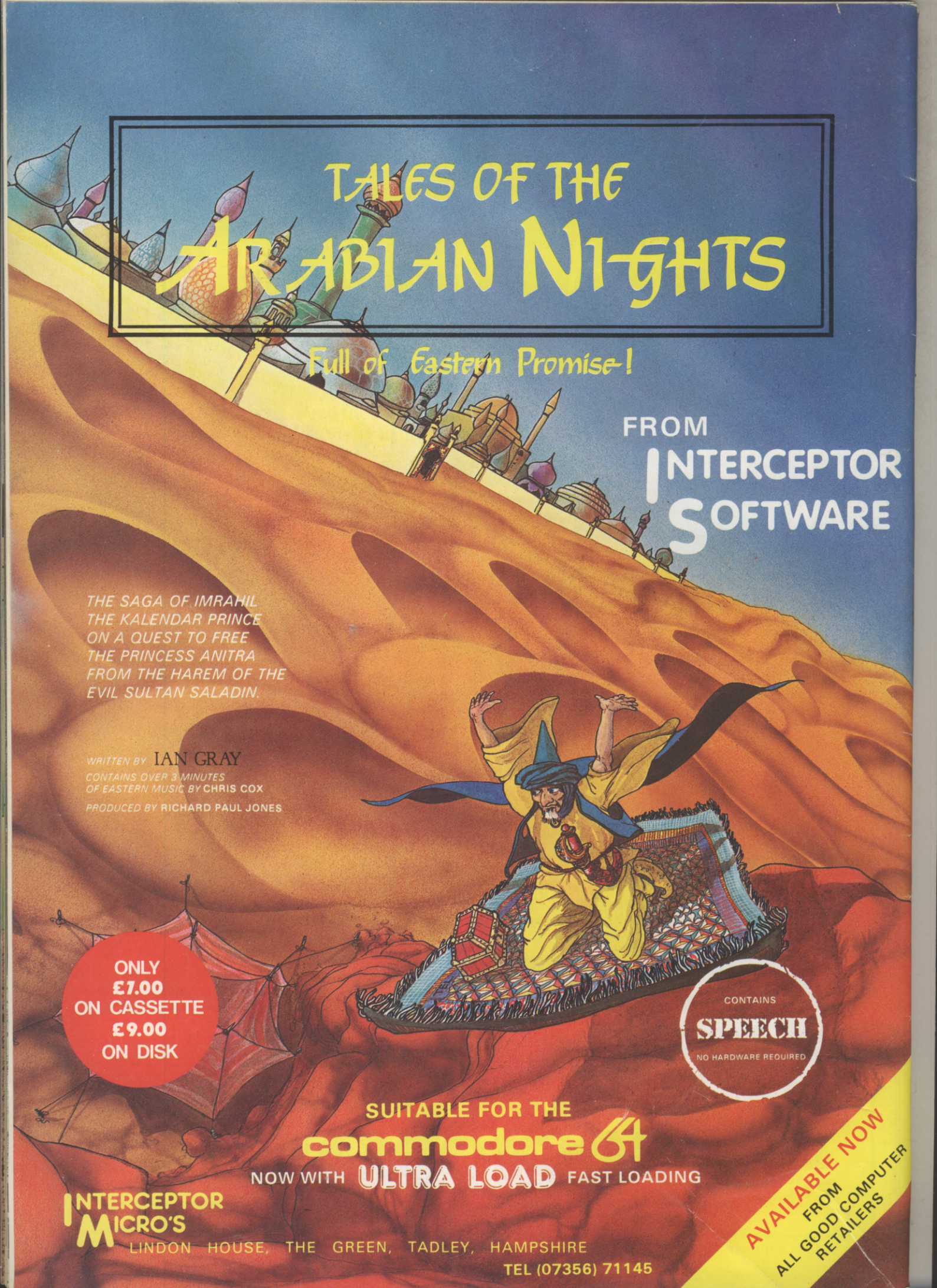
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